



THE ULTIMATE

six exciting action sequences put you in control of Elliot Ness's elite squad of mafia-busters.

ALLEYWAY SHOOTOUTS

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The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

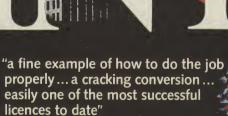
ROOFTOPDUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

UNTOUCHABLES LIVE AN AMERICAN LEGEND







"an absolute corker of a game ... as smooth and polished as you can get, animation is top notch ... a brilliant film conversion" Your Sinclair

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ONTEN

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MEGA COMPS HOTLINES

Flippin' heck! Two (count 'em) PC Engines, a Sega Megadrive and one hundred quid's worth of software for your computer are all on offer on our mega phone lines!

WIN AN ST

Win a copy of Grandslam's fab new kung-fu game, Chambers of Shao-lin, and a brand new ST to play it on!

WIN A DAY RACING 114

Have a manic burn around Silverstone in a very fast car courtesy of Virgin/Mastertronic. If you can't drive, there are alternative prizes of mega radio controlled cars.

WIN A VCR 125

Domark are so chuffed with Hard Drivin', that they're giving away a brilliant video cassette recorder, and racing videos to go with it!

WIN NINTENDOS 150

Five (count 'em) deluxe Nintendo sets are on offer from Nintendo, featuring a console, light gun, robot AND games!



PC ENGINE 8

There's a new version of the PC Engine in town, the Super Grafx, which features extra chips, a stunning box and an amazing control unit - check it out.



PLAYMAS- 35

Loads of mega stuff, including Batman maps and tips and the definitive Xenon II players guide, and of course the Official UK Highscore table.



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EDITOR: JULIAN
"JAZ" RIGNALL
Captain of the UK
Video Game Team
(Chammmploocons), our Jaz is
a bit of a whizz on
the old video games.
When he's not editing the magazine,
he's guaranteed to
be bashing some
game or other - he
even plays his Game
Boy in the bath...





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MEGADRIVE OFFER

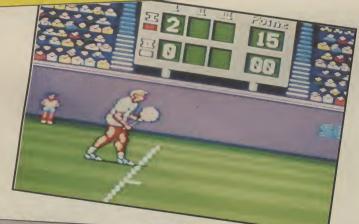
C+VG offers the best discount coupons yet, with a whole forty quid off a Sega Megadrive!

88

COMPILATION CRAZEE
Christmas is the time of merriment, good cheer... and game compilations. We review this year's selection.

108

We've got Bloody Wolf on the PC Engine, two brand spanking new Sega games, Cloud Master and Tennis ace, and news of an affordable arcade system!



PREVIEWS

Loads of amazing stuff this month, including Dynamite Dux, Psycho Fox and Dead Angle on the Sega Master System, Footballer of the Year II, Punisher, Snoopy, Cinemaware's latest and greatest, TV Sports Basketball, Darius Plus and the Bitmap Bros' stunning new isometric perspective game, Ca-

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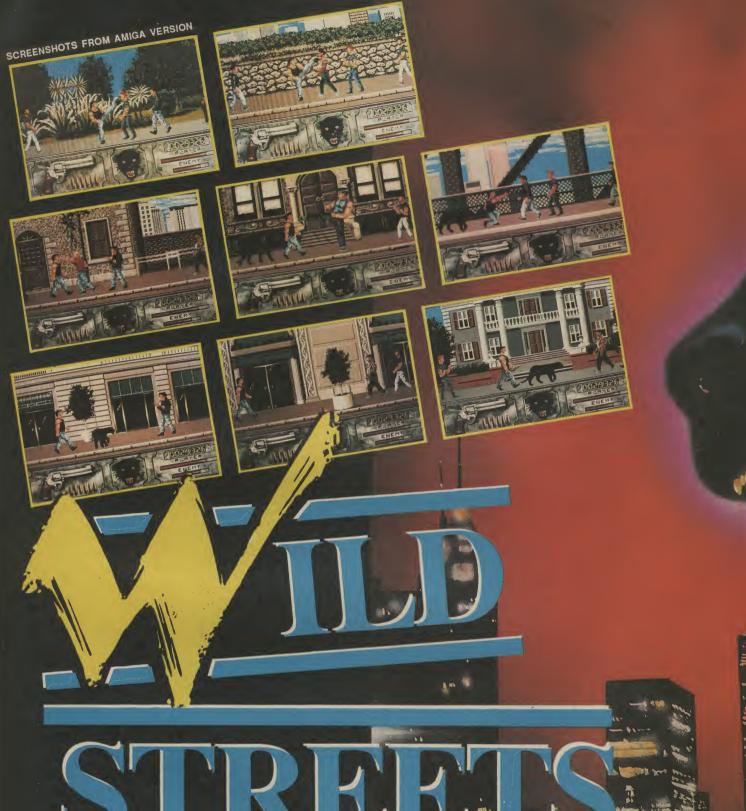
ART EDITOR: ANDREA "GIMME COPY" WALKER Andrea is C+VG's Art Editor, and spends most of her time looking for her scalpel/rulers/scissors/pen so she can slap the next page down at top speed and have enough time to nip into the games room for a quick blast.



STAFF WRITER: PAUL "STAND-IN' GLANCEY Hero Paul, who stood in as extra team member in the European Champion ships recently is still reeling with shock, since he beat top Spanish and French players on several games! "I never knew I had it in me" he was heard to say

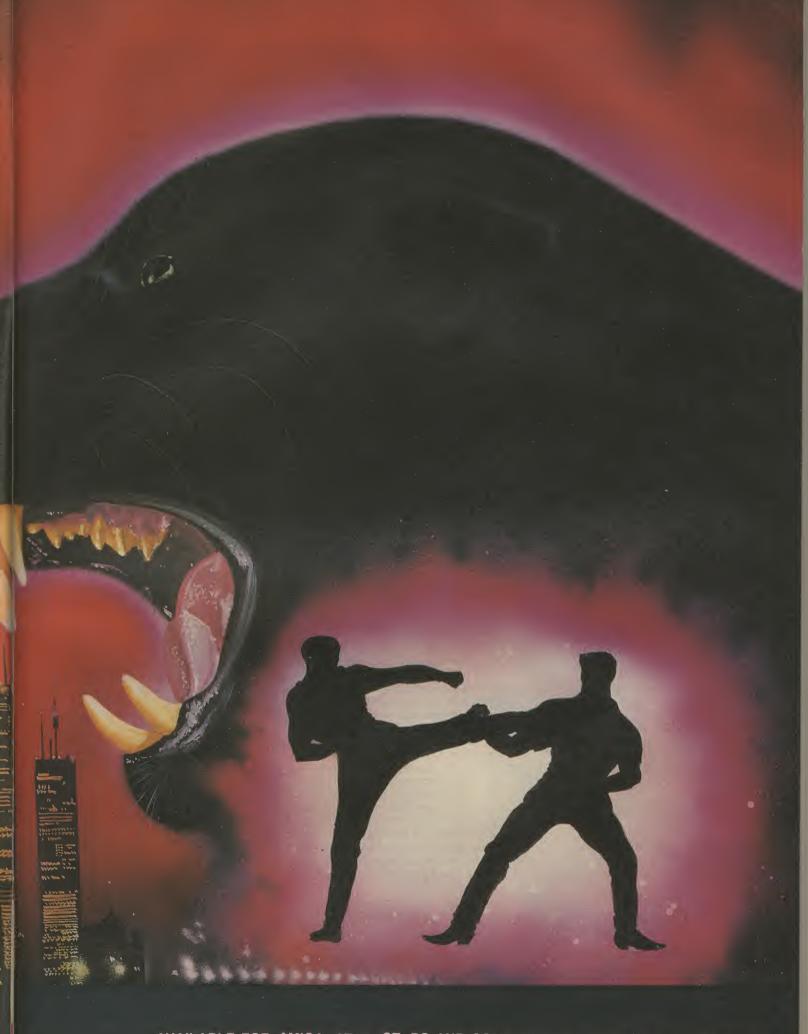


STAFF WRITER: PAUL "RANDY" RAND On a recent trip back to his home town of Newcastle he had a Newcastle he had a bit of an argument with a chip pan fryer and game off the worse for wear. "The oil just jumped onto me hand" said our Geordie chum, bandaged append-





UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS15 6 DJ - PHONE : (0268) 541 126 © TITUS 1989, WILD STREETS, TITUS AND THE TITUS LOGO ARE REGISTERED TRADEMARKS OF TITUS SOFTWARE CORP.



AVAILABLE FOR AMIGA, ATARI ST, PC AND COMPATIBLES, AMSTRAD, C64, SPECTRUM.





The consoles war is hotting up! Looking like something out of a science fiction movie, the PC Engine Super Grafx is released in Japan at the end of this month. Just how good is this latest super console? Julian Rignall has the story...

INSIDE THE BEAST

The PC Engine Super Grafx is a stunning-looking machine which resembles a piece of high-tech military gadgetry. And beneath its rugged exterior beats a mighty heart.

The machine uses a similar processor to the normal Engine, but has the addition of special video and blitterstyle chips to shift sprite data around very quickly, allowing up to 128 sprites to appear on-screen simultaneously, compared with the Engine's 64.

The sound chip is the same as the Engine, but since Super Grafx cartridges feature more memory than their PC Engine counterparts, there will be much more room for sampled sounds and speech.



▲ Airborne blasting thrills!

THE GAMES

First and foremost, the PC Engine SG is compatible with all existing PC Engine titles, a feature that has become increasingly important in the design of new consoles, as it gives the user an instant games library while newer titles are developed.

There are details of only three SG games at the moment, a conversion of Capcom's Ghouls 'n' Ghosts (which looks as good as, if not better than the Megadrive version), an amazing Rastan-style arcade adventure, and a stunning 3D flying game that looks similar to Lock-On. The latter two have untranslatable Japanese names.

Reports state that there are another seven games currently being developed.

THE WHOPPER ADD-ON

An incredible piece of hardware that is being released simultaneously with the Engine SG is the Power Console, a control unit which makes the Konix Multisystem look very ill indeed. It fea-



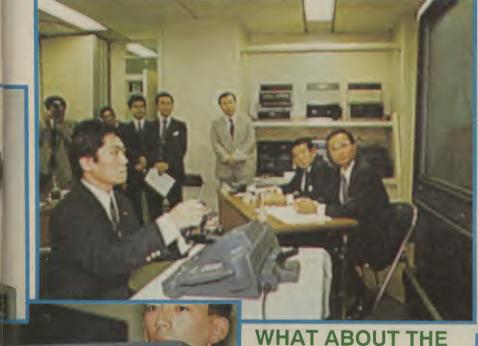
▲ The new console in all it's glory.

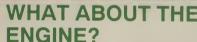
tures a full steering yoke, rather like the controls on the Star Wars arcade games, complete with top-mounted fire buttons, a gear stick/throttle, an LCD clock/timer, an LED radar-type display, a numeric keypad, and a plethora of buttons and knobs! The Engine SG slips neatly inside it, and once installed, you've got a control system that a 747 pilot would be jealous of!

▼ The Power Console - how's THAT for a joystick?



NEWS





The immediate thought is that PC Engine software will dry up when the SG is released. Rubbish! With over 1.9 million Engine users in Japan alone, the American version of the Engine, the TurboGrafx just released, and a European version on the way (rumours currently state that it'll be available by autumn 1990), there's going to loads of new Engine games. What's more than likely to happen is that games will appear on both systems, with the SG game being a very enhanced version of the normal PC Engine title.

IN CONCLUSION

The Engine SG is a brilliant new machine, especially when you take into account the amazing Power Console. PC Engine titles already hold their own when compared with games on other systems - with its extra chips, SG games should be simply stunning!

WHEN AND WHERE

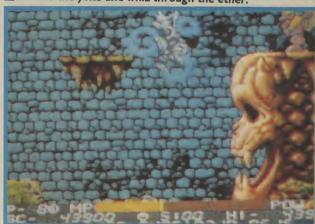
The PC Engine is yet to be officially released in Britain, so the PC Engine SG is a long way off appearing. The release date in Japan is later on this month and it'll retail at just under £180 - if things go the same way as they did with the Engine, you'll probably be able to buy modified imported versions early in the new year for around £250...



SuperGrafx Ghoul's 'n' Ghosts



Grab the yoke and whiz through the ether.



Rastan-style hackin' and slayin'.

SPEC PROCESSOR: HUDSON 6502 LSI+

COLOURS: 512

RESOLUTION: 256x216

SPRITES: 128 ON-SCREEN SIMULTANEOUSLY

SOUND: 6-CHANNEL STEREO RAM: 128K WITH 32K VIDEO RAM

Pretty As A Picture, Mean As The Devil.

Weird things happen...
The slime is on the rise.
The Titanic has arrived.
And after 300 years, Vigo
the Carpathian won't
stay dead.

Who you gonna call?

Get your bustin' business back on its feet. Hit the streets in your Ectomobile. Go underground to discover a river of slime...and rise above it all with the Statue of Liberty. All to turn evil to good and defeat Vigo at the Museum of Art.

Action, adventure, strategy challenges – and great laughs. Ghostbusters II.





ATARI ST SCREEN SHOWN





THEY



GHUSTIERS"III

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NEWS

CHAMP-IOOOONS

Yaah! We stuffed 'em! The UK Video Games Team sponsored by US Gold and Computer and Video Games fair trounced the French and Spanish national sides in the first European Video Games Championship held recently at the Salon de la Micro show in Paris.

tioned US Gold/Boys Club competition.

PAUL "Oh No" GLANCEY - C+VG

Staff Writer and last-minute substitute.

The team was ably supported by US Gold PR supremo Danielle Woodyatt and her assistant Andrea, who organised the whole trip, argued with waiters and took the pics.

THE BRITISH TEAM ROSTER WAS:

JULIAN "The Cap'n" RIGNALL -C+VG's Ed, also ex-C+VG arcade champ and blaster extraordinaire. MARTIN "Tactics" DEEM - Another ex-C+VG arcade champ, and holder of numerous arcade world records. SIMON "Pommes-Frites" HADLING-TON - Runner-up in the US Gold/Boys Club games championship of '88. STUART "Nee Bats Man" CAMP-BELL - Overall winner of a

THE COMPETITION

The players were tested in three minute sessions on five games across a variety of machines. The team scores were then totalled and the win-



▲ The night before... The TILT staff treat the teams to an amazingly keen meal, but judging by this shot of Julian's peppered steak, the wine was flowing a little TOO freely for our anonymous camera person...



Martin Deem mulls over his strategy before taking on Amiga New Zealand Story.



▲ Martin and Simon try to glean a few moments of practice on Turbo Cup, the ST game which was to prove the team's nemesis.



Simon grips his day-glo joystick with relish, licking his lips as he takes control of Tiki the kiwi. New Zealand Story is the game he's best at!

IEWS

CHAMP-1000ONS



It's all over and it's time for the winners to pose in the Paris sunshine for Danielle to take a team photo. And they are (from left to right): Paul Glancey, Andrea Newton (US Gold haggler, translator and general bonne vivante), Martin Deem, Julian Rignall, Stuart Campbell, and Simon Hadlington. Vive les vainqueurs!!! Right, now off for some more of that fancy French nosh!

ners declared. The British team notched up record scores on Nintendo's Super Mario Brothers, Ocean's Amiga version of New Zealand Story and Sega's poopy old Captain Silver. The lads did creditably on the Amstrad conversion of Forgotten Worlds too, and were only stymied by the ST version of Loriciel's Turbo Cup, which only Julian had played before (a year ago!).

THE RESULTS

But luck and a following wind were on our side. With sterling performances all round, the team took first place, followed by the French (sponsored by Tilt magazine) and then the Spanish team (sponsored by Micromania magazine).

Our boys won 3000 francs (about 300) each, and Julian would have taken the prize for "Best Player of the Tournament" (about 500) had he been .02 of a second faster in Turbo Cup. Tchaah! Still, that leaves him something to set his sights on for next year's competition, which will be held at the ECES Show (formerly the PC Show) next Autumn!

AROUND THE WORLD OCEAN WINS BATTLE

Ocean, continuing their policy of releasing strong 16 bit software, have just secured the rights to the sequel to Rainbird's stunning 3D arcade strategy sim, Carrier Command. Battle Command is a 3D futuristic tank battle and will be released in March. More news when we have it.

A STUNNA

Domark have snapped up the rights to two of Atari/Tengen's hottest new coinops, Escape From The Planet Of The Robot Monsters and STUN Runner.

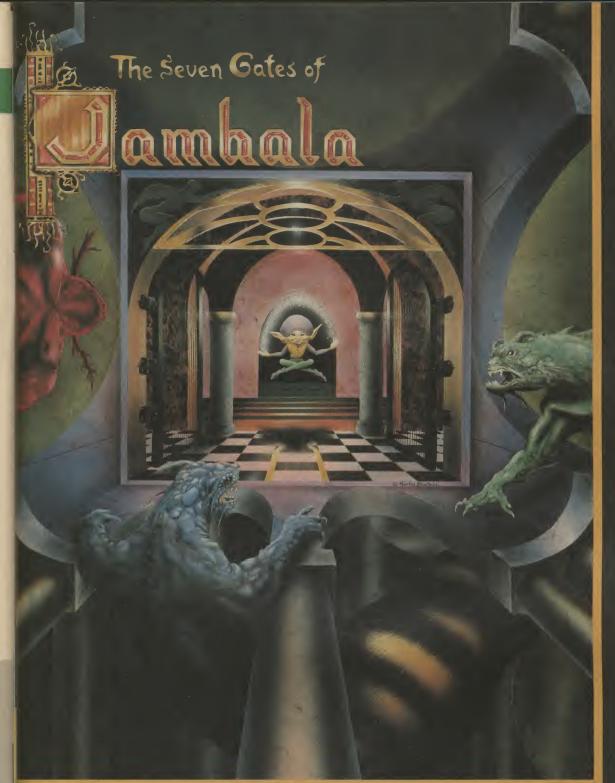
Planet Of The Robot Monsters is a hilarious forced-perspective 3D romp in which you have to travel through a robot infested base and rescue the enslaved humans, while STUN Runner is a fabulous new 3D race 'n' blast gamefor more details read the full review in the Arcade Action Megabook.



DR DOOM AND SPACE ACE

Coming soon from Entertainment International are two new licensed products. There's Dr Doom's Revenge, the game of the Marvel cartoon character, in which you control Spiderman and Captain America on their way to defeating the eponymous baddie, and Space Ace, the conversion of the laser disk arcade game that's being programmed by the team behind Dragon's Lair. We've already seen a demo and it looks amazing on both ST and Amiga - expect a review next month.







ATARI ST





AMIGA



THE SEVEN GATES OF JAMBALA

Escape from the caves of Jambala in this fun-filled jump and run game with stunning graphics and sound.

You will face a labyrinth of caves which not surprisingly hide a host of inhabitants, good and bad, treasures, puzzles, magic spells and many hidden screens.

If you are lucky enough to find all 7 pieces of the missing magic wand and reach the last city you will finally have the chance to escape from the labyrinth.

A fascinating voyage of discovery through an unknown world of fantasy.

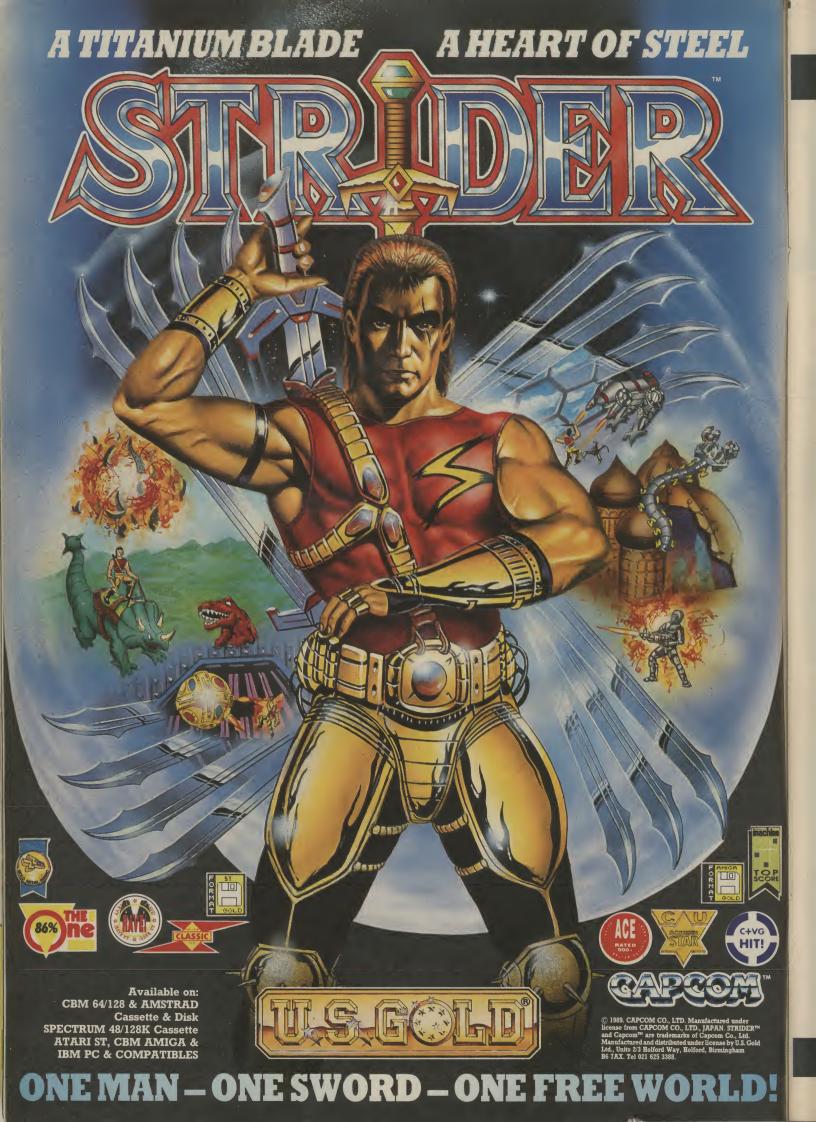
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EVIEWS INDE

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

A C+VG HIT! An outstanding game that shouldn't be missed.

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

Average to fairly good. Could still appeal to fans of the genre.

Below average to average. Generally a disappointment.

15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON

Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND

EPYX ACTION

An easy-to-please gamer who likes all sorts of computer games.

REVIEWS **SPECTRUM**

ACTION FIGHTER GHOULS 'N' GHOSTS C+VG COIN-OP HITS STAR WARS TRILOGY TOLKIEN TRILOGY DARK FORCE WINNERS STORY SO FAR II STORY SO FAR IV THRILLTIME GOLD I THRILLTIME GOLD II THRILLTIME PLATINUM I CHRISTMAS COLLECTION 100% DYNAMITE **EPYX ACTION** GHOSTS 'N' GOBLINS
MUTANT FORTRESS PAPERBOY RAMPAGE SHORT CIRCUIT
SOLDIER OF LIGHT SPITFIRE THUNDERCATS **XENOPHOBE** TOOBIN'

AMSTRAD

2:03:10

GHOULS 'N' GHOSTS C+VG COIN-OP HITS STAR WARS TRILOGY TOLKIEN TRILOGY DARK FORCE WINNERS STORY SO FAR II STORY SO FAR III STORY SO FAR IV THRILLTIME GOLD I THRILLTIME GOLD II THRILLTIME PLATINUM I CHRISTMAS COLLECTION 100% DYNAMITE

	RAMPAGE	9
	SHORT CIRCUIT	9
_	SPITFIRE	9
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6	004	
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6	THRILLTIME GOLD II	
6		9
7	THRILLTIME PLATINUM I	9
7	CHRISTMAS COLLECTION	9
16	100% DYNAMITE	Q.

EPYX ACTION 97 100 **GHOSTS 'N' GOBLINS** 100 **HYPERSPORTS** 100 PAPERROY RAMPAGE 112 SHORT CIRCUIT SOLDIER OF LIGHT SPITFIRE THUNDERCATS

XENOPHOBE

88 88 ST GHOSTBUSTERS II 89 DOUBLE DRAGON II 89 **CHAMBERS OF SHAOLIN** 92 92 TINTIN **ACTION FIGHTER** 93 INTERPHASE CURSE OF THE PHARAOH GHOULS 'N' GHOSTS 04 STAR WARS TRILOGY LIGHT FORCE

C+VG HIT! REVIEWS GHOSTBUSTERS II

Amazing graphics and great sampled speech are all part and parcel of this HIT! game of the film.

TURBO OUTRUN54

Blistering racing action as US Gold's road-burnin' conversion roars in for a HIT!

ROCK 'N' ROLL 64

This original and highly entertain-Ing arcade puzzle game looks great and plays even better.

OMNICRON

Imageworks' Intriguing arcade adventure has pienty of depth.

INTERPHASE 70

A fantastic combination of filled-3D biasting and puzzle gaming makes this original game a winner.

GHOULS 'N' **GHOSTS**

Guide Sir Arthur through six manic levels of mayhem in this brilliant ar-

DAMOCLES 106

The sequel to the classic game Mercenary has been a long time coming, but it's well worth the wait!

SWITCHBLADE116

Stunnin' runnin', jumpin', collectin', fightin' 'n' fumpin' game from the makers of Rick Dangerous.

HARD DRIVIN'

96

96

97

97

100

100

100

112

18

50

57

62

70 73 76

88

Incredibly realistic 3D driving simulation conversion from Domark check out the HIT! review!

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STORY SO FAR III	93
THRILLTIME PLATINUM II	93
PREMIERE COLLECTION II	94
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AMIGA

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PC

OMNICRON 68

SEGA

CLOUD MASTER 138 **TENNIS ACE**

PC ENGINE **BLOODY WOLF**

143

REVIEW

> ST

imes have been hard for the Ghostbusters, Instead of being treated like heroes after saving New York from the evil of Zuul, they were forced to take the blame for the battledamaged city and had to disband. Now, four years later they're called out of retirement by a painting of an ancient Europsycho named Vigo in the NY Museum of Modern Art, the presence of something supernatural under the streets of the city and Dana Barrett's baby, Oscar..

Activision's game of the film features three sub-games inspired by scenes from the movie. In the first stage, you have to lower Ray Stantz down a 120m deep airshaft on a cable to get a sample from what is, in fact, a river of slime running along the Van Horne underground railroad. As Stantz descends you have to zap attacking spectres, ghostly hands and cable-cutting ghosts, while swinging him left and right to collect three bits of a goop scoop, as well as extra weapon supplies and courage elixir from ledges on the side of the shaft. The prospect of getting a man on a swinging rope to shoot ghosts coming at him from six directions while collecting extra weapons might sound like a nightmare, but in fact the clever joystick control makes it surprisingly easy. So easy, in fact, that it's not going to be long before you're loading up the next sec-

tion Ghostbusters have found it sensitive to emotional energy, so they decide the only way to rid the streets of spooks is to use positively-charged slime to animate the Statue of Liberty, then rally a crowd of happy New Yorkers behind them and draw power from their positive vibes. This part of the game takes the form of an unusual sidewaysscrolling shoot 'em up with Miss Liberty leading some dinky citizen-sprites on the left of the screen, and swarms of slimers and spooks flying on from the right. The statue's torch draws on a supply of good slime to produce joystick-controlled fireballs which you can use to shoot down the encroaching swarms of phantoms. Blasted phantoms drop slime to the streets, which a group of your folks have to

BY ACTIVISION

Gilla

going to be long before dash out and pick up to top up the slime tank. The graphics on this bit are superb - tiny but incredibly detailed ghost sprites ostbusters have found it sensi-

▼ Scoop the goop.

in the movie. The shoot' em up action is a little monotonous but it's basically good, undemanding fun, and the occasional sight of having one of your fellahs picked up by a slimer then dropped to





▲ A New Yorker gets carried off!

▼ A bony T-Rex blocks the road.



REVIEW

STERS II

his doom is a right laff.

Finish this stage and you enter the final confrontation. To return to Earth and rule it, Vigo's ghost has to enter the body of a baby, and the baby he happens to have chosen is Oscar.

Barrett. He is drawing power from Oscar who has been placed before his painting by the zombified artist, Janosz Poha. You have to abseil the 'Busters into the gallery one at a time, then select one of them to grab.



the baby and hide it, another to do over Janosz, and then another two to zap Vigo when he finally emerges. I won't go into any further detail, because the way this section plays is almost identical to the scene from the film. Anyone who's seen it will know exactly what to do-

Don't worry if you haven't seen the film, though, as the game loads plot details, digitised pics and speech before each subgame.

I was quite surprised to find that Ghostbusters II was one of the very few games of the film which actually matches the quality of the film. In fact, I was a bit disappointed with the film so I'd go even further than that and say that it is even more enjoyable than watching the movie! The graphics are excellent throughout, the action is accompanied by three neat renditions of the film's soundtracks and all three games are good fun to play. What else matters?

PAUL GLANCEY



UPDATE

Expect the usual differences between the ST and Amiga versions. The 8 bit games should have the same gameplay with compromised graphics and sound, and of course, no speech.

ST £24.99

GRAPHICS 88%
SOUND 85%
VALUE 82%
PLAYABILITY 84%

A great license which puts the movie's action sequences to very good use in three varied and playable levels.

OVERALL 85%

▼ Zap Janosz and save the kid.





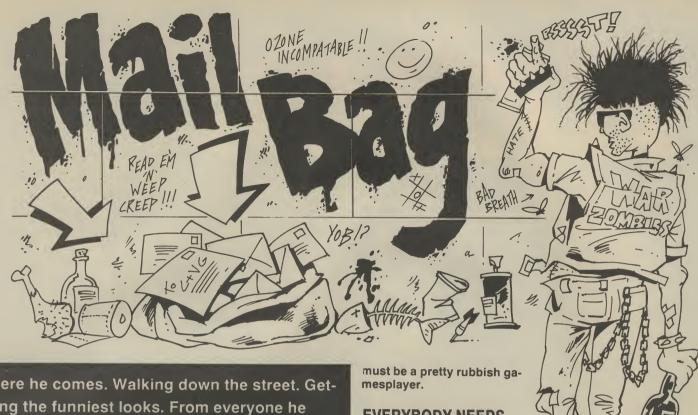
▲ Bummer. You lose...





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Here he comes. Walking down the street. Getting the funniest looks. From everyone he meets. Hey-hey it's the YOB-ee. And people think he's a-yobbin' around. But he's too busy writing. To be kicking anybody down. If you've got something interesting to say, write to YOB'S MAILBAG, C+VG, 30-32 FAR-RINGDON LANE, LONDON EC1R 3AU. If your letter is particularly interesting, you could win a special YOB prize!

PRICEY CREDITS

Dear YOB,

I'll get straight to the point has anybody noticed the price of arcade machines lately?

For example, I was in an arcade the other week and I was happily playing on Chase HQ and ran out of time. I delved into my trouser pocket and felt around (oooer). To my shock I had ran out of money. To be exact I had gone through 20 and I had only been there for half an hour! (And before you start getting ideas it wasn't because I was crap at everything.)

I realise that the sophistication and technology of these machines is very great and they must cost an enormous amount of money, but perhaps the arcade owners could have a system where, when they have a new machine, make people pay

about 50p a go until the machine has paid for itself (twice if they want) and then lower the price to around 20-30p a go. This would certainly please me because I am very poor (and no remarks about the stamp being 2nd class please) and I'm pretty sure it will be easier on everybody else's pockets too. Yours poorly, Big Balls Barry, Bedale, N Yorks.

YOB: Although your sentiments on machine pricing are sound, unfortunately a thing called money-grabbing capitalism stands between the arcade owner and him pleasing you. After all, given the choice between earning loadsamoney and pleasing some spotty oik, I'm sure you'd go for the dosh. And as for spending 20 in half an hour, I'm sorry to say and sad to report that you really

EVERYBODY NEEDS GOOD NEIGH-BORES

Dear YOB,

If you don't mind, please may I take the utter p*ss out of Gail Robinson in Neighbours. In the episode on Monday, 24th of July, Gail was playing Frogger on her computer at work. While playing she was pressing buttons at random, and generally taking yonks to get across the road bit. When she did she said to Paul "I've got to get across the logs; I don't think I'll do it" Paul does it for her in 0.00023 micro seconds, then both decide to have a contest on the game. Why oh why do

0.00023 micro seconds, then both decide to have a contest on the game. Why oh why do people on TV still talk about "those ugly Space Invader machines" and "Pole Position". When will people eventually realise that games have developed drastically and teenagers play games like Hard Drivin' not bloody Frogger.

James Oliver, Nutfield, Sur-

YOB: Too flippin' right. It seems there's mass ignorance about computer games in the generation above us. What really cheeses me of, though, is that not only does the BBC still wheel out crummy old Acorn Micros at the first available opportunity, but there's no telly program for computer games. After all, it's the ideal media to show off graphics and sound.

And it's a proven fact that playing computer games is the second most popular pastime after watching the television. Channel Four shows obscure "Dance on Four" programmes (usually four twerps from the Lambeth Inner City Dance School doing Swan Lake in Dr Martens accompanied by tone deaf musicians on dustbins) - how many people watch that, compared with the potential audience of a decent computer programme? Write in and let your feelings known...

OU EST LA MACHINE?

Dear YOB.

I am writing to you to see if you can help me. It is about two of my all-time favourite arcade games: Dragon's Lair which I have not played in 4 years, and Super Don Quixote, 2 years. Please could you tell me where in England I could find these amazing games. I've tried Scarborough, Whitby, Redcar, Blackpool and Alton Towers, with no luck. Also could you tell me how much they both cost as complete machines and where I can get them from. Michael Pearson, Saltburn, Cleveland.

YOB: Jazza, arcade guru of the western world reliably informs me that there's a Dragon's Lair machine in one of the arcades in his home town of Southend. As for Super Don Quixote it's very, very unlikely you'll find one anywhere. And don't even think about buying a laser disk arcade machine - they're very unreliable and are incredible difficult to maintain.

ISAW...

Dear YOB.

I have developed an incredible technique to create two computers from one!! Simply take a good, sharp chainsaw and slice all the bits in your computer in two! Then reassemble and voila two computers for the price of onell

B Firth, Stevenage Herts. YOB: What a great trick! Try it out on your head and see if you get similar results - but make sure you have adult supervision.

DUTCH CHEESE

Dear YOB.

The first part of my letter is about the Dutch jerk who calls himself Marco Van Basten from somewhere called DPSF. He reckons we're stupid having Big Screen and AGM (which have now been got rid of). However, he is the stupid one because he is a software pirate. And he also claims he's putting them on British shelves. It's completely pointless because all he can do is get caught eventually. So next time he writes send him a few hand grenades and get a mechanism so when he opens the parcel, the pins are pulled out. KABOOM! No more Dutch pirate. John Gibson, Newcastle. YOB: How apt. As I've always said, computer pirates are the rancid skid marks in the Y-Fronts of

the computer industry.



AN ARTISTE

Dear YOB.

The drawing of the man writing Mail Bag on the wall is so crap. His body is all out of proportion and if he's just written Mail Bag then why is his pen still on the letter B? I think I could do a lot better, so I've drawn a man for you to use.

Joss Maines, Marlbrough, Wilts.

YOB: What an artistic genius. Straight from the famous East Cheam County **Primary School of painting** if I'm not mistaken.

WHAT'S BEST?

Dear YOB.

I am hoping to purchase a console in the very near future and would like some advice about the Sega Megadrive and the PC Engine. Which one is technically superior, and which has better long-term prospects? I am extremely grateful for your help.

Y Tsang, Slough, Berks. YOB: For the answers to all your questions and more, just read the C+VG Complete Guide to Consoles Book, out in the newsagents now priced only 2.95.

CHEAT OR NOT?

Dear YOB.

I am a loyal ST owner and C+VG reader. Recently I was reading the high score page in your brilliant mag and came across the high score for Robocop. Thinking I could beat this I began to play my copy of the blockbuster game. But to my anger I could not beat the high score, not to my own lack of skill but to the conclusion that the person with the high score in question is not telling the truth. Shock! Horror! I hear you say but on my own evidence I have found this to be true. It is impossible to achieve such a score without the use of some sort of cheat. Trying every possible means of beating this score I still came 40,000 points short of Robocop's score on completing the game.

Please deal with this person in the appropriate manner. Sam, Belfast,

YOB: The way to get a score that high on Robocop is to blast as many baddies as possible within the time limit. You can get scores that high - you'll just have to practice, matey.

LET'S MAKE LOTS OF MONEY

Dear YOB,

Please can you tell me what I have to do to make a lot of money like a computer wizzkid.

No name supplied. YOB: Easy, write a completely brilliant game that sells loads of copies.

NO CHANCE

Dear Yobby-Poos, Please could you have a quiet word with your comrade Julian Rignall and talk him into giving me his PC Engine as I don't feel inclined to fork out the spondoolicks for a brand new one. If you don't I might come round and accidentally snip off his hippystyle hair!!!

Simon Bailey, Barnehurst,

YOB: Go forth and multiply was Julian's succinct answer.

A XENON STAR

Dear YOB.

On Wednesday 11th, at precisely 5:30, my house was finally at rest. I nervously moved towards the computer to insert the fatal disk. This time, there were to be no interruptions, this time the Xenites were going to die. As it turned out, everything went exactly to plan. I even had four lives by the time I came to the last end of level guardian. I was cool, confident and collected. Billy Joel's latest song blared loudly in the background and the final confrontation began.

It was a piece of cake; he had no defence against three lasers, bullets that were bigger than my ship, two shields and enough power-ups to supply the National Grid. In fact, my armoury was so big I felt sorry for him.

Well, the reason I'm writing is because I want to see if I am the first person to finish Xenon II. Or if not, how many came before me.

Jonathan Khan, Broxbourne, Herts.

YOB: Sorry to disappoint you, but you're the 1,537th person to finish the game. Make sure you're quicker next time.



I am a cool rock hard high flying guy! And if anybody messes with me I will break their ankles with a pair of Doc Martens, so send me a C+VG T-Shirt or else. Steven Moon, Liverpool. YOB: Cool? Rock hard? I bet you wear pink slippers with fluffy pom-poms and listen to Bros, you big wet girlie nancy.

WRESTLIN" SPEC-TRUM

Dear YOB.

I own a pretty pathetic Speccy. But I love wrestling so could you give me a list of wrestling games available for it and how good or bad they are. Are there any plans to convert the coin-op Main Event, as I think it's dead

Hulk Hogan, Shrewsbury. YOB: As far as I know there's no conversions of Main Event coming on any machines. Tough.

PENNY WISE...

YOB: No it won't.

Dear YOB.

I went out and bought an arcade yesterday, cos it will be a darn sight cheaper than buying all the inferior, crap coin-op licences coming out at Christmas! Mark "The Owner Of A Brand Spanking New Arcade" W, Keston, Kent.

HONORARY TWERPS OF THE MONTH

Dear YOB, Our company has copied many well known games, like: Robocop, Operation

because: a) a lack in the Dutch law, b) our Research and Copy team has done a great job!

By the way, why did you call our Chairman of the Board. Marco Van Basten MBA, a twerp (C+VG, July 1989)? He isn't pathetic at all!!! Prof Dr Ruud Gullit MBA, Dutch Piracy Software Feder-

YOB: Well, what a right festering little pustule we have here. What annoys me about this sort of person is their immense self-importance. They think they're so ruddy clever, when in fact their mindless antics require the brains of a retarded slug. And I'm afraid that like you, your "chairman" IS a pathetic little twerp - why don't you just go back to tulip picking and do us all a favour?

IT'S EASY

Dear YOB.

I have one mega-complaint to put to Julian Rignall. How in Yob's name can he clock up a score of 12,670,000 on Nintendo's Gradius when it only goes up to 9,999,990? Was it just a mistake and you meant 1,267,000? If so I am bloody annoyed as I spent 8 hours clocking up the highest possible score. I had over 90 lives left, only to find that the score returned to zero. If JR arrived at the score by clocking the top score and then getting another 2,670,000 then this can't really be called 12.670,000 because this cannot be displayed. If you did make a mistake with the score then

please make me the no.1 slot in the legendary high score table.

Asla Walker, Chesterfield, Derby.

YOB: What a flippin' div. It's called going round the clock - just because a machine can't register scores of over ten million doesn't mean it's impossible to score over that, does it? It's just a simple case of addition you dummy...

MORE SILLINESS

Dear YOB.

I'd just like to give a subtle telling off to all those "My Amiga is better than your ZX81 any day" people who insist on slagging off their nearest rival (ie ST and Amigas, C64s and Spectrums, ZX81's and Acorn Atoms, etc). Don't bother lads! There's one computer that really finishes you lot off (and it's not the Ukshi 4,000,000 bit 75,000,000 megabytes computer either). It's the DRAGON 32! I bought it way back in 1984 and it's had to be repaired once in five years. Not bad for a John Menzies display model! And don't laugh at me either. Within two years I'd bought a Spectrum and frankly, I don't know why I bothered. Most games (I only had about ten) on the Dragon were played

for hours on end, yet on the damn Speccy (and more recently my uncle's ST) I spend more time loading in the game (from over a hundred) than playing it. Come on you lot! Graphics and sound don't count for everything you know

Besides, the trouble that Spectrum caused me is NOT worth talking about. The Dragon has used two tape recorders in five years (my Grandad uses it now), the damn Spectrum at least four. Within two months of having it I had to send it back (twice) and after a paltry year it had to be repaired.

G

ICS

O

To say the Dragon's a tough customer is an understatement. The poor thing's been on for at least ninety weeks out of the last hundred (my Grandad rarely turns it off) and nothing has happened to it yet (the repair was done beforehand). When I look at that poor, labouring beast it drives me so mad to think of all these wonderful 16 bit computers receiving so much unworthy praise. Performance beats looks any day! Nicholas Peers, Powys. YOB: I can't really think of

anything to say, as it would be like kicking a poor defenceless blind cripple while he's down.

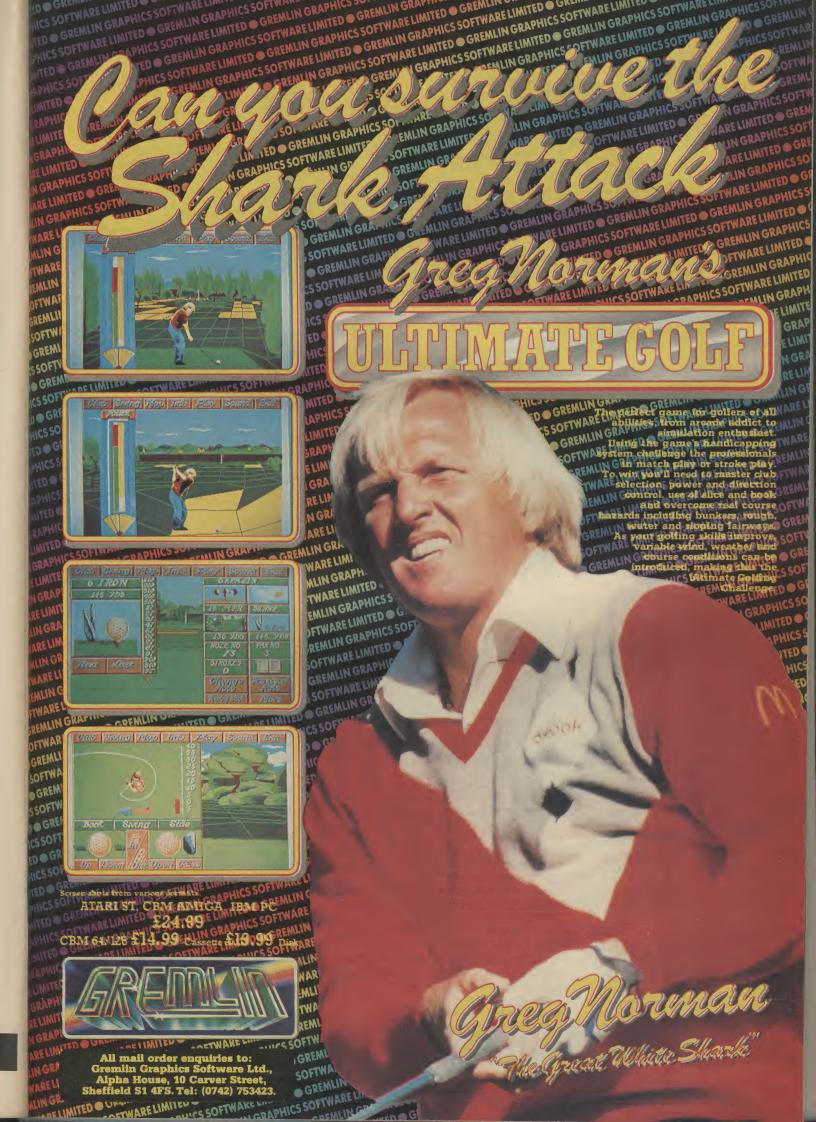
PLACCY PAGES

Dear YOB.

The other day I was reading your section and I was so busy reading it I accidentally knocked my tea all over my mag. So please please make your section waterproof. Also I think C+VG is cool. Kieran Ginty, BFPO 140 YOB: My section is bogey proof, shock proof, smudge proof, and your finger doesn't go through when you wipe your bot on it. What more do you want?

INTERESTING

Dear YOB, The other day I found a sweaty sock behind the fridge. I discovered it was soaking wet and, after some clever thinking, remembered that's where I'd been keeping my ice block collection. I then deduced, it wasn't a brilliant idea to leave a stick of lighted dynamite in my brother's school bag. Even





my pet woodlouse. I poisoned his tortoise instead. By the way, I got 1,345,000 on Out Run while blindfolded and hopping on one leg. Is this a record? Also I have a tip for your tips section. If you get totally p****d off with your computer games just pour petrol on them and set them alight! Plus an added bonus. It works with any game! Now after that mega tip I have got some questions for you. I have recently bought a PC Engine CD Rom. If I put two slices of white bread in it with a tasty filling would it toast them? Please answer this question because our toasted sandwich maker is broken and we can't afford another one after shelling out nearly 200 for a PC Engine (excluding the price of the CD Rom). Also, if I spread strawberry jam on all my Sega games (preferably Robinsons) can I play them on my PC Engine? The Bogey, Herts.

YOB: What a crazy loony a couple of luncheon vouchers short of a good time and no mistake.

YODA AND DARTH STRIKE BACK

Dear Uncle Travelling Mat. Yo-Ho-Ho! Merry Christmas to one and all! May your stockings be happy and full (like Yoda's). Mind you, it does seem rather odd writing this letter in the middle of a heat wave - just to get it printed for your December issue. We would like to add our support to your strong views on piracy. Pirates cause nothing but trouble (Blackbeard was always a nasty piece of work). We

around the world until my friend's dog was captured by the police and subjected to hours of vicious torture. We believe that there would be no piracy if they could see what the police could do to a dog with a pair of oven gloves and a fishfinger. We think you will be excited to learn that our Space Invaders game has been signed over to Code Masters under the title of Space Invaders Simulator (original, eh?) and its sales should make us into millionaires (according to David Darling). Richard Darling may look like a total donkey, but after he had seen our game he was quoted as saying "WOW! AMAZING! What a brilliant game! The programmers must have been working on this one for decades! Wonderful! Wonderful! This game features more levels than I have pairs of Y-Fronts (three) !" We think he liked it .. Perhaps we could take this opportunity to thank you for saw fit to attach to the front of

the splendid hologram you October's issue. However, Yoda and I think we will need 193 more to cover our Christmas turkey this year (either that or an extremely small turkey). Perhaps you could attach a packet of Paxo to next month's issue...? So, once again we'll sign off

with a stinking stonking spanking bonking "Goodbye"! Darth Vader & Yoda of TAC (The Aquarius Club)

YOB: What cer-azee loons, and we're not talking giant bottom-flapping purple trousers that our mums and dads used to go to

Woodstock in. Write again soon and make me giggle. Have a special YOB prize of one hundred pounds worth of software for being very entertaining.

NINJA SPOTTING

Dear Yob,

Come, come Grasshopper is what you said in the October issue answering a letter from Paul Halifax. When you say Grasshopper, associating it with martial arts would make you think of China, but Ninjutsu comes from Japan and when you say kung-fu as in unarmed combat that is wrong. Unarmed combat in Ninjutsu is called Yaijutsu and sword fighting is Kenjutsu. Ninjutsu splits up into many different skills such as Shinobi which means stealth walking, Bojutsu in which a ninja trains with a stick about 4 feet long. There are many more skills of Ninjutsu and when, in the arcade game Shinobi, when you do ninja magic you are supposed to be doing kugi kiri which is not a spectacular feat but a form of meditation in which the ninja makes signs with his hand. Doing this he centres his strength on the meaning of the sign. There are five signs: earth, wind, fire, water

and void. With combinations of these signs the ninja puts himself in different mental modes

I thought I would also mention that female ninjas are called Kanoichi and use their charm and small frames to their full capabilities.

Alex Walker the Koja Ninja Oh dear. We've now sunk to the martial arts equivalent of train spotting. Does anyone really give a flying fig whether the sprite onscreen is doing ninjutsu. karate or chop suey? It's just a game, after all. The subject of kung-fu ninja karate mateys is now well and truly closed.

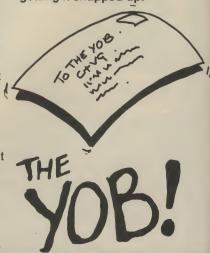
I'VE GOT A GAME

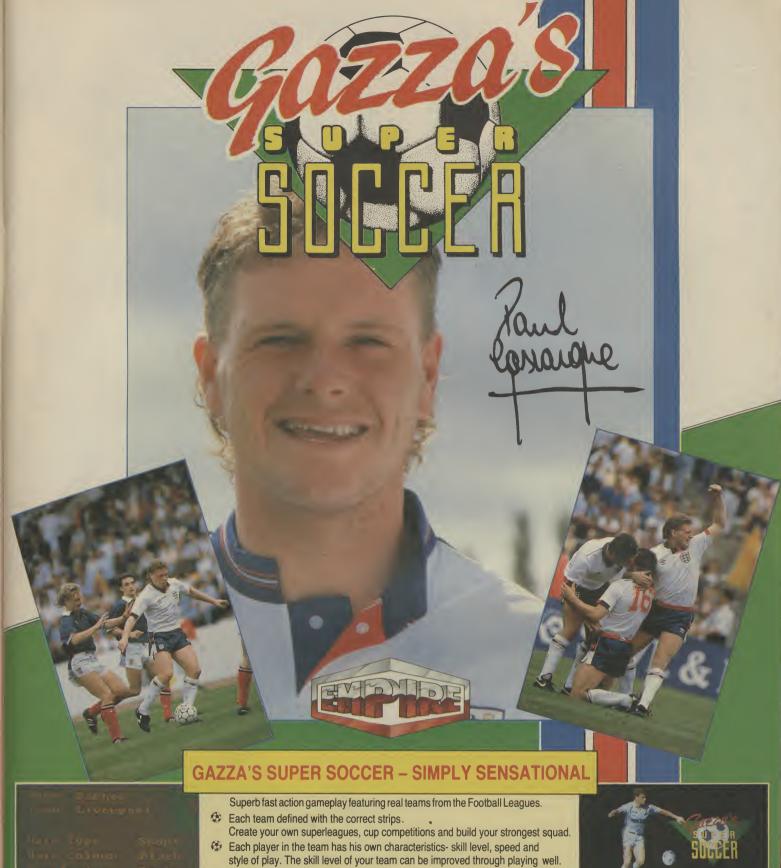
Dear YOB

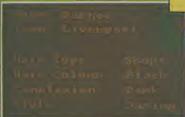
I've just finished writing a computer game on the C64. and I wonder if there's a company who wants to distribute it. It's got a one or two-player mode, the player and enemy sprites are in 16 colour hi-res mode and it has many levels of superb action and strategy. I hope you can find a good company who are willing to pay a fair price for it. By the way, we're also working on two other games at the moment. Can you help us please.

Marco Van Steen, Prinsenbeek, Holland.

YOB: If your game is as good as you say, the best thing to do is make some protected demo disks and send them off to top companies around Europe and see whether they are interested in publishing it. If it really is good, I don't think you'll have any problems getting it snapped up.









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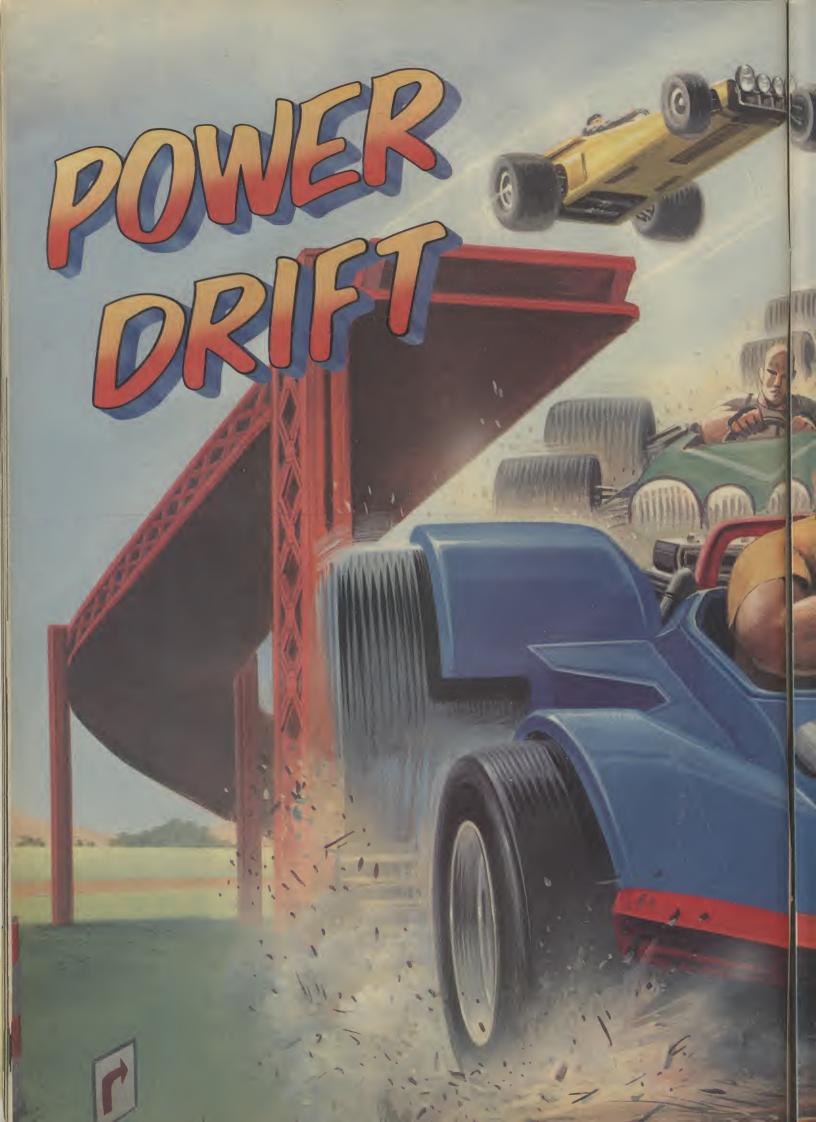
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UNE TWO 0898 555 537 WIN A PC ENGINE!!

Those wacky bods at Micromedia are offering one of those luvverly PAL PC Engine thingummies to get your nervous system a-sizzlin'!! Not only that, they're also giving the winner two games of his or her choice from the Micromedia warehouse! Get your finger ready, hit the buttons, listen VERRRRY carefully then wing the answers in our direction sans delay.

LINE THREE0898 555 538

WIN ANOTHER PC ENGINE!!!

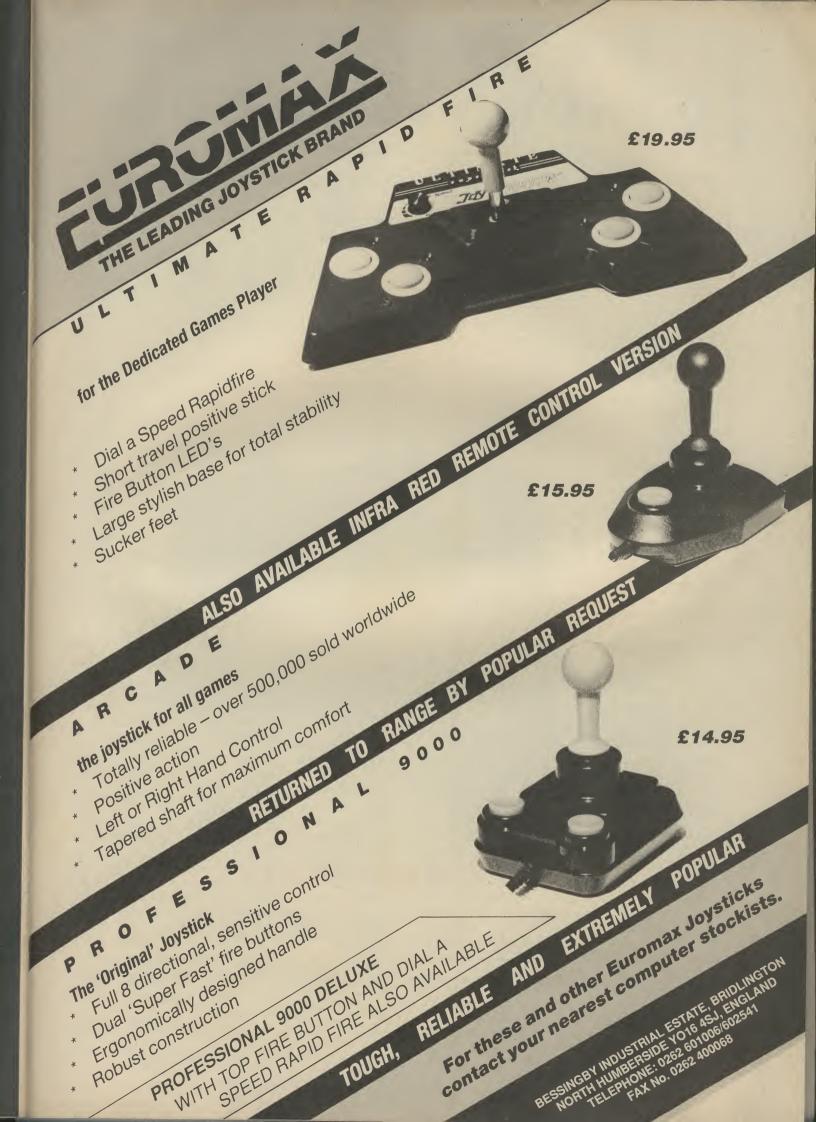
Blimey O-Flippin'-Riley!!! Micromedia, completely lovely people that they are, have provided yet another PC Engine for your delectation. Again, the winner gets a Micromedia PAL PC Engine with free game, AND two cartridges from the Micromedia range AS WELL!! Will it never end?? Grab the rap-rod, then dial 'n' smile!

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Gridiron (Bethesda)	16.45	Never Mind (Psyclapse)		13.45				Action Fighter (Firebi		9.45	6.45
Triad II (Psyclapse)	15.75	Bad Company (Logotron)		13.45	SPECTRUM SOFTWARE	Disc	Tape	Gemini Wing (Virgin)		9.45	6.45
The New Zealand Story (Ocean)	15.75	Highway Patrol (Infogrames) Silkworm (Virgin)		16.45	Batman: The Movie (Ocean)	9.45	6.35	Robocop (Ocean)		9.45	6.45
Ghostbusters II (Activision)	16.45	F-16 Combat Pilot Editor		13.45	Shinobi (Virgin)	9.45	6.45	Vigilante (US Gold)		9.45	6.45
Infestation (Psygnosis)	16.45	(Xenon Technology)		4.95	Dynamite Dux (Activision)	9.45	6.45	Operation Thunderbo	lt		
Iron Tracker (Infogrames)	12.75	Xenophobe (Micro Style)		16.45	Bloodwych (Image Works)	8.45	6.45	(Ocean)		9.45	6.45
A.P.B. (Tengen)	12.75	Matrix Marauders (Psyclapse)		13.45	Cabal (Ocean)	9.45	6.35	Rick Dangerous (Fire		9.45	6.35
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(Impressions)	16.45	COMMODORE 64 SOFTWARE			Risk (Leisure Genius)	9.45	6.45	Entertainment)	anusiam	9.45	6.45
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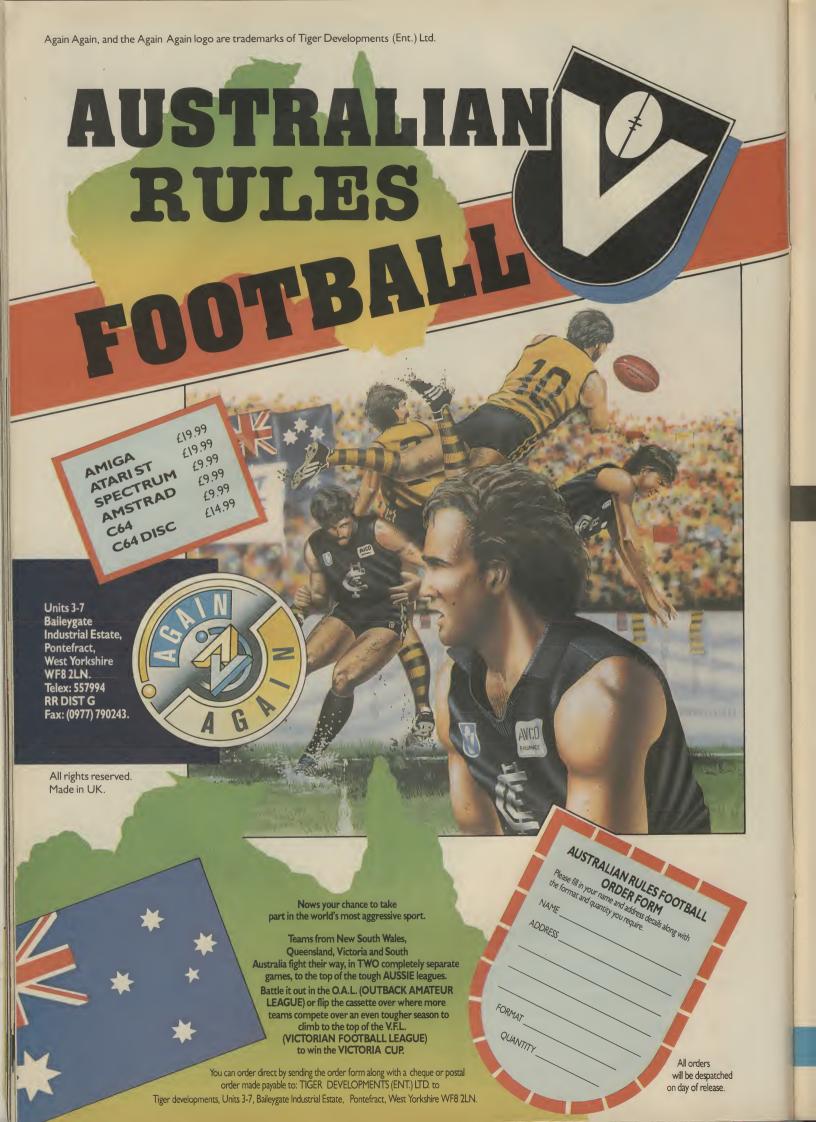
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SPEC-TRUM

ALTERED BEAST

To load any level, plus the end of game screen, simply press down on the whole of the keyboard while the game is in play. That tip from Steve Haw of Warley in the West Midlands.

FORGOTTEN WORLDS

Also from Steve Haw is this Multiface poke for US Gold's fab arcade conversion. To get rid of the enemies enter 30271,0. This poke also causes an interesting effect in two-player mode when the 2nd player is carrying a weapon but doesn't wish to come onto the screen.

NAVY MOVES

If, like us, you find that level one is way too hard and want to play the infinitely superior arcade adventure on load two, use the code 63723 when prompted to do so.

NEW ZEALAND STORY

Typing FLUFFY on the title screen gives you infinite lives and, if you press ENTER while playing, you jump to the next level. Also, type PHIL-LIP on the title screen for mega-firepower.

NINJA MAS-SACRE

Steve Haw has come up trumps again with three level codes for Zeppelin's budget beat 'em up-cum-platform game.

Level 05: SNOW Level 10: EASY Level 15: RACK Level 20: BLUE Level 25: STAG Level 30: HULL Level 35: BEER Level 40: BARD

C64

BLOODWYCH Chris Tweddle has com-

piled a useful guide to this pretender to Dungeon Master's throne, which should work on the 16 bit versions as well as the 64.

- ●Talk to a monster; ask it if it has anything to sell, and buy whatever it offers. Do the same again and this time buy its food for one gold piece. Do this until you have sufficient food supplies.
- Sell surplus armour, weapons, etc, so that you have enough cash with which to buy food and spells.
- Buy VITALIZE spells for each person, as they diminish the sleeping time required after combat.
- Buy a COMPASS spell as you need to know where you are going!
- Note down the prices shown on the two tapestries which you come across. The armament prices are what you should offer for anything which you buy from a monster, prior to purchasing food. Offering less is generally a waste of time.
- You will find a door with a tapestry opposite which reads "THE KEY OF HYE IS WHAT I'M DYE". This door leads to the towers.
- •The key to said door is the CHROMATIC KEY, which is found in a room in the Crypt, situated through a door on the other side of The Maze.
- Once you find The Maze, use the compass spell, as there is a position where you are spun around, so remember before each step to check your bearing. Also, plan your route as it is easy to get trapped by the occu-

pants of The Maze - an accurate map and a wary eye are required.

- Once you find a flight of stairs leading down with a tapestry which reads "WELCOME BACK", use your compass spell at the bottom of the stairs, as there is a point at which you revolve through 180 degrees.
- ●In the Crypt, find the Chromatic key in a room with a guard. Dragons or spiders make terrible conversationalists! Strike first and ensure you have an escape route.
- Check all shelves! They may hold important keys also, look for armour left lying on the floor.
- Battle Gloves are worn whilst carrying a weapon they aren't a weapon in themselves but they do reduce your armour rating.

SEGA LA ALTERED BEAST

When the title screen appears, push up and right on the joypad and hold down button two. When you start the game you will find that, instead of having only three energy blocks, you are graced with five.

RAMBO III

If you have one, plug your rapid fire unit into the system and, when your machine gun bullets are all used up, the firing will remain the same!

OUT RUN 3D

Pressing the pause button twice sends you into the sound test.

MY HERO

Jump over the Knife and Bomb Throwers and punch them in the back to gain an extra life.















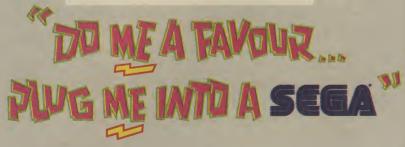












GAME TIPS

GHOST HOUSE

Keep jumping onto the arrows fired at you and, after a while, you will turn golden and receive invincibility for a short while.

SHINOBI

Push down on the D-button and, when the eyes begin to move on the title screen, press button two. It is now possible to choose missions or rounds.

VIGILANTE

On the title screen, push up and left and hold down either of the fire buttons and SE-LECT STAGE will appear. Pick your starting level by moving up or down.

AMIGA

KING OF CHI-CAGO

C+VG caters for gamers of all ages! And just to prove it, here's a potted solution to Cinemaware's third graphic spectacular, submitted by 41 year old Ricardo Alvarez Lopez from Madrid in sunny Spain.

- •Kill the Old Man to become boss of the North Side. Explain that the murder was carried out for the people of the South Side.
- Recruit five more men to your gang. If money is tight, decrease either your own or Lola's wages.
- Go for the West Side, heeding Ben's advice and supporting politician Burke.
- Recruit another five men to the gang.
- Go for the East Side, heeding Ben's advice and supporting Burke for City Hall.
 You now how the North,
 East and West Sides and a friend in City Hall.
- If you hear rumours of white slavers in your territory, let Ben solve the problem with a single telephone call.
- Attack the South Side with

a bomb. Be accurate, as you have only one opportunity. Enter the house and kill Gino.

 Kill the boss of the South Side - you are now the King Of Chicago!

SHADOW OF THE BEAST

Finding Psygnosis' latest masterpiece a tad too tricky? Ronnie Farrington who hails from the Wirral has the perfect answer to your problems. Insert disk one and when Beast title appears, press the left mouse button and joystick button together and keep them depressed until asked to insert disk two. You are now the proud recipient of unlimited lives.

NEW ZEALAND STORY

To follow on from our guide to warp zones throughout Tiki's search for his chirpy chums, here's another, this time from G Ingham of Warks. On level 2.4, stand at the entrance to the room in which the giant octopus is located and fire to the right a few times. A warp will appear which, when entered, takes you to the beginning of level 3.1!

SIM CITY

Citizens less than willing to agree to higher taxes? Follow these simple guidelines from Massimo Bartalena of Italy and watch that dosh roll into the Treasury. If only Nigel Lawson had taken this advice!

At the beginning of each year, set the tax rate from the budget level to zero %. Play in the usual way until December (or November if the speed is set at High). Go to the Budget window and set the tax rate to maximum (20%). Return to the Editor.

When the Budget window pops up in January, reset the tax rate to 0%. This way, the income will always be maximum and the citizens will live happily, believing that they live without taxes!

STI

STARQUAKE

This one's getting on a bit, but it's still one of the most playable flip-screen arcade collect 'em ups on the ST. If, however, you're finding yourself stuck as far as finding passwords are concerned, here's some from Iain Au-Yong of Leicester.

HINDI LUANG SOLUN FLIED BORNO ROKEA SOCHI TABET TSOIN CHING CWORE KWANG DAVRO KALED

OUT RUN

While driving along the freeway, type in RED BARCHET-TA. Pressing T results in extra time while S sends you to the next stage. Thanks for that advice, Sermad Buni of Brighton.

QUADRALIEN

Although we didn't jump through hoops when this one came out, some people obviously thought it good enough to purchase. One of those bods is lain Au-Yong who has sent in these codewords for the levels.

Level Two: 170961 Level Three: 010655 Level Four: 610169

PACMANIA

After your two credits have been used, wait. When the level selection appears, don't press anything. If you hang on for a while a Continue countdown appears. Press fire to continue from where you left off with another two credits.





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CAME TIPS

BATMAN -THE MOVIE

To complement this month's amazing Batmaps of Levels 1 and 5, here is a lowdown on how to get the best from the Batman, kindly donated by Viki Vale lookalike Chi Fai Wai of Dublin, Eire.

SECTIONS 1 AND 5

- Shoot the baddies as soon as they appear on either side of the screen.
- To pass huge gaps and spikes, stand in a position where you can shoot and hook your rope diagonally. Swing past gap/spikes and press fire when you reach the other side to release rope. Make sure you don't hit the wall or a baddie when swinging.
- ●To ensure that you don't fall too far when swinging, shoot the rope up and climb down to check that there is a level beneath you. If there is, it's safe to swing.
- Killing Jack Napier is a cinch. Just throw a batarang at him while avoiding the bombs he throws at you.
- Killing the Joker is slightly more difficult and needs fast reflexes. When you reach the top of the Cathedral, walk on until you see the Joker. Attempt to shoot

him - you will miss. Fire the rope diagonally at him. He slips and falls from the ladder which is suspended from his escape helicopter. Shoot at him while he is falling for a laugh!

SECTION 2

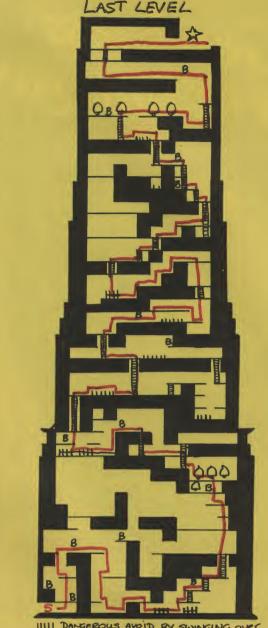
- If there is a chance, stay at the side of the road.
- Look at the arrow indicator and, at the same time, keep an eye on the Batmobile, dodging any oncoming cars.
- As soon as the indicator points up, press fire to hook batrope to lamp post.

SECTION 3

Try as fast as you can to sort out the elements. If, after a while, you have only identified a couple, pause the game by pressing F5. The music will continue but the countdown will stop. You now have time to sort out the puzzle at your leisure. When you have got

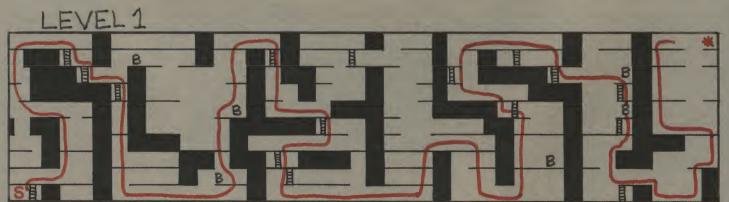
SECTION 4

- Stay a third of the screen from the right.
- Cut ropes as soon as you see them.
- Don't try to cut ropes when the balloons are being lowered. Wait until they to rise again.



DANGEROUS, AVOID BY SWINGING OVER

ATTHIS POINT YOU WEED TO KILL JOHER BY HITTING HIM WITH YOUR ROPE OR ELSE HE'LL ESCAPE



START H-LADDER B-JACK NAPIERS HENCHMEN THROWING BOMBS # - JACK NAPIER (SHOOT HIM) NB. Rope cannot be extended more than 2 levels



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AMIGA







GAME TIPS

ST

XENON II

A lot of peeps out there have been toiling night and day to complete this megablaster (sorry, bad pun I know). Players guides have been storming the office, the most impressive of which were sent in by Dan Wilson of Bucks and Danish dude Tommy Therkildsen. Take it away, lads!

WHAT AND WHEN TO BUY

LEVEL ONE: 1st shop buy Health, Super Nashwan. 2nd shop sell Rear Shot, buy Double Shot, Side Shot. LEVEL TWO: 1st shop buy Side Shot. 2nd shop sell Side Shot.

LEVEL THREE; 1st shop buy Health, Rear Shot. 2nd shop sell all Rear Shot, buy Side Shot, Laser, Power-Up.
LEVEL FOUR: 1st shop sell Rear Shot, sell Side Shot.
N.B. Try to stick with your best weapon, and end up with 2xCannons, 2xLasers and either Side Shot or Rear Shot.

REMEMBER! ALWAYS SPEND YOUR MONEY IN THE SHOPS AS YOU CAN'T TAKE LEFTOVER CASH WITH YOU.

WHAT YOU'RE UP AGAINST

SEAWORMS: Annoying. Found on Level One. Don't die easily. Drain Energy when touched.

EYES: Found on Level Two. Very fast - collision is almost inevitable. Usually appear in large groups.

SLUGS: Found on Level Three, in the 'Maze'. Try to shoot them before they fire ricochet shots.

EELS: Found on Level
Three. Enter the screen regularly, usually from the bottom.
WALL SNAKES: Found on
Level Three. Difficult to spot
at times. Go below them in
order to kill.

DINOSAUR HEADS: Found on Level Four. Similar to Wall Snakes except they don't pop out.



FIRE: Found on Level Four. Similar to Wall Snakes.

HALFWAY AND END MONSTERS

SNAIL: Shoot at eye. Avoid Mines.

ALIEN: Shoot at eyes at either side of top. Scroll back-

wards and shoot centre eye. Avoid snakes.

SPIDER: Destroy as much web as possible. Fly down to face spider and fire continuously. Avoid fireballs.

CRAYFISH: Travels in a figure of eight. Stay below and fire into its face. Avoid claws. SNAKE: Attacks from left of screen. Circle round, shooting head as it goes in and out of alternate sides.

DRAGON: Shoot the side heads first, then tail, then main head.

HEAD: Shoot both eyes, avoiding laser fire and extending tongue. Shoot at head when tongue goes in.

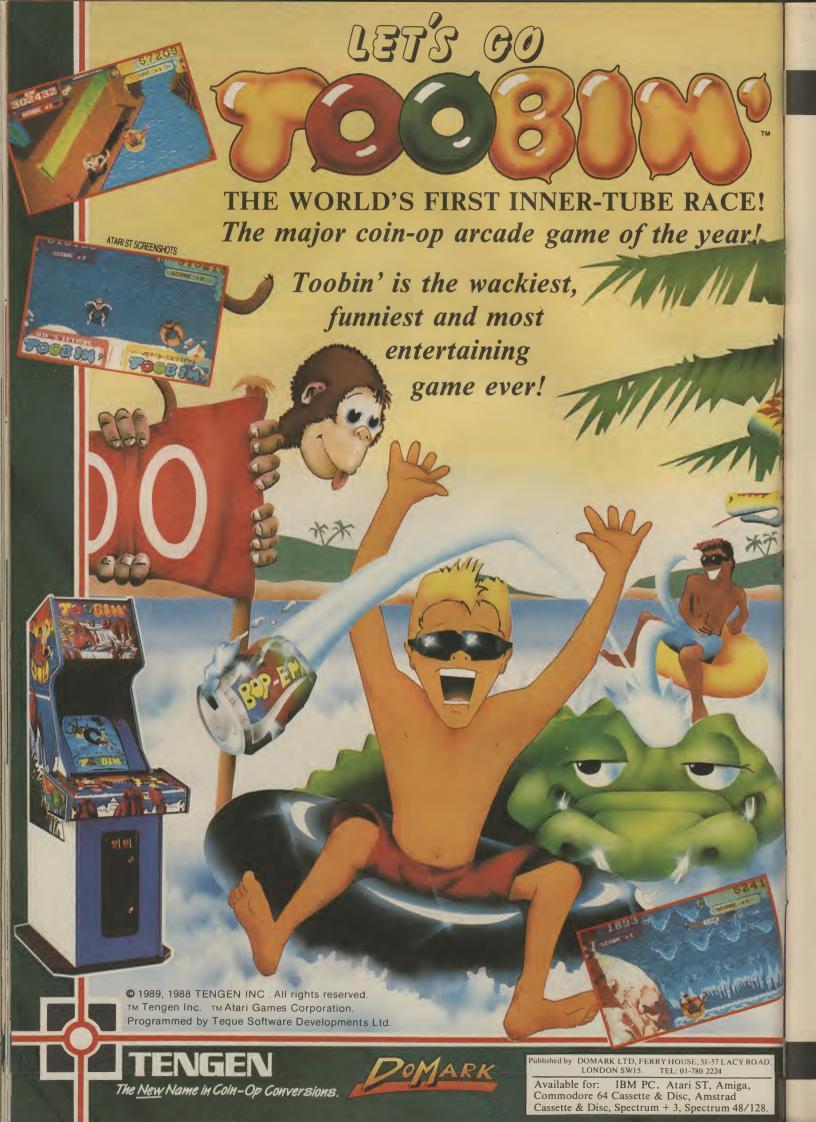
TANK: Use heat-seeking missiles.

GRAND SPACESHIP: Shoot all cannons until totally destroyed.





ITEM	COST	COMMENTS
ADVICE	200	ONLY USEFUL AFTER LEVEL ONE
SPEEDUP	500	ESSENTIAL TO SURVIVAL
HALF HEALTH	500	RESTORES HALF YOUR ENERGY
AUTOFIRE	500	ESSENTIAL IF JOYSTICK HASN'T ONE
NASHWAN	600	10 SECONDS OF SHEER HEAVEN
FULL HEALTH	1000	RESTORES ALL ENERGY
REAR SHOT	1000	VERY EFFECTIVE ON LATER LEVELS
SMALL MINE	1000	USELESS
SIDESHOT	1000	CANNOT BE USED WITH REAR SHOT
ELECTROBALL	1200	TOO SENSITIVE TO CONTROL
POWER-UP	2000	DOUBLES SIZE OF BULLETS
LARGE MINE	3000	USELESS
DOUBLE SHOT	3000	RECOMMENDED ON LATER LEVELS
CANNON	4000	EFFECTIVE WHEN USING TWO
DIVE	4000	WASTE OF MONEY, BUT FUN
MISSILES	4000	WEAK TO START WITH
LASER	4000	AWESOME WHEN TWO OR MORE USED
DRONE	4500	TOO SLOW TO BE EFFECTIVE
FLAMER	5000	EXTREMELY LIMITED RANGE
ВОМВ	5500	LIMITED RANGE BUT VERY POWERFUL
EXTRA LIFE	6000	SPEAKS FOR ITSELF
HOMERS	6000	FOUR SLOW BUT POWERFUL MISSILES
PROTECTION	6000	DOESN'T DO MUCH
BITMAP SHADES	S 6000	DARKENS SCREEN-UTTERLY USELESS



Here's the place to be if you're a highscoring hero - the Official UK Highscore Tables. If you're a record breaker, send in your scores to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU, If your scores are record breakers, and are verified by our panel of highscore experts (who know exactly which scores are true and false), you could well see your name up in lights.

SEGA







ACTION FIGHTER 8,763,400 Jay Brown, Banbury, Oxfordshire AFTERBURNER 17,404,100 Kenneth Rorie, Craig-shill, Livingston ALEX KIDD (LOST STARS) 1,294,500 Dennis Watts, London ALTERED BEAST 508,200 Alan Peplow, Hednes-ASTRO WARRIOR
1,270,200 Daniel Greetham,
Tamworth, Staffs
AZTEC ADVENTURE 256,400 Peter Ramdine, Stafford **BANK PANIC** 938,800 Tony Holdford, Colches-

BLACK BELT 1,197,700 Darren Louch, Broms-BOMBER RAID 802,700 Jason Mara, London CALIFORNIA GAMES HALFPIPE: 29,500 Alan McPherson, Giffnock, Glasgow FOOTBAG: 59,990 Lee Brown, SURFING: 8.8 Alan McPherson, Giffnock, Glasgow SKATING: 4160 Alan McPher-son, Giffnock, Glasgow BMX: 114,800 Alan McPherson, Giffnock, Glasgow FLYING DISK 1500: James

1,400,000 Kenneth Rorie, Craigshill, Livingston
DOUBLE DRAGON 511,980 Ben Malik, S Woodford, FANTASY ZONE 72,865,100 Peter Ramdine, Staf-**FANTASY ZONE II**

Wheddon, Southampton CHOPLIFTER

9,541,980 Jon Evans, Walsall GANGSTER TOWN 528,150 Conrad Hadnett, Havant. Hants

GLOBAL DEFENCE 541,160 Anthony Hoult, Walsall GHOST HOUSE 1,175,650 James Denham, Lon-

HANG-ON 8,553,264 Euan Matheson, Ross-

KENSEIDEN 226,100 Martin Hudd, Stroud, Gloucestershire MY HERO

11,773,030 Sean Hanna, Newry,

OUT RUN 53,730,420 Allan Black, Desborough, N Hants
POWER STRIKE 65,242,300 Paul Stokes, Aber-QUARTET 3,170,810 Gareth Willis, Bristol RAMBO III 86,050 Neil Kelly, Isleworth, Middlesex RAMPAGE 851,600 David Barden, Norwich RASTAN 1,330,400 Ben Addison, St Aus-RESCUE MISSION 571,400 Paul Stokes, Aberdare, Wales R-TYPE 4,308,500 John Bristow, Erith, SAFARI HUNT 5,284,000 Martin Jarvis, Stour-SECRET COMMAND 3,285,400 Paul Stokes, Aberdare, Wales SHINOBI 1,099,050 Andrew Mowbray, Asfordby, Leics SPACE HARRIER 30,010,880 Alan Peplow, Hednesford, Staffs
SPACE HARRIER 3D 12,035,670 Allan Black, Desborough THUNDERBLADE 2,608,000 David Henderson. Peterlee, Durham VIGILANTE 154,200 Philip Paxton, Southport, Merseyside WONDERBOY (MONSTER-10,509,990 William Wong, Nr. Stockport, Cheshire WORLD SOCCER 23-0 Steven Gemmel, Harefield, Middlesex ZILLION II 984,200 Conrad Hadnett, Ha-

MEGADRIVE

ALTERED BEAST 2,209,900 Joel Cullen, Hants GHOULS AND GHOSTS 115,200 Lee Quelch, Essex SPACE HARRIER II 24,260,200 Wai Yin Man, Brighton, E Sussex THUNDERFORCE 1,373,400 Julian Rignall, C+VG

IGH SCORES

NINTENDO (

BALLOON FIGHT



SUPER WONDERBOY 165,600 Lee Mallett, Danbury, TWIN HELL 1,220, 800 Julian Rignall, C+VG VIGILANTE 99,990 Anthony Bennett, Worksworth, Derbyshire **C64** 564,900 Graham Gurgan, Co.

431,050 Sherif Salama, Egypt CASTLEVANIA 999,999 Lee Watkins, Bristol **DUCK HUNT** 1,058,500 Aaron Pearson, Forth 71 Damien Moriarty, Queensland, Australia 671,350 Paul Stokes, Aberdare KUNG-FU 854,300 Paul Stokes, Aberdare GHOSTS AND GOBLINS 105,700 lain Bowden, Bearsden, Glasgow GRADIUS 12,670,000 Julian Rignall, C+VG
OPERATION WOLF 983,029 Roy Gay, Brixton, Lon-PRO-AM RACING 305,692 M C Warlock, Plymouth RUSH 'N' ATTACK 969,800 lain Bowden, Bearsden, Glasgow SUPER MARIO BROS 9,999,990 David Hillhouse, Workington TOP GUN 175,000 M C Warlock, Plymouth

GAMEBOY



SUPER MARIOLAND 326,880 Julian Rignall, C+VG 196,982 Julian Rignall, C+VG

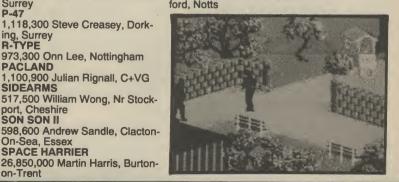
PC ENGINE



ALIEN CRUSH 110,301,300 Steve Creasey, Dorking, Surrey CHAN AND CHAN 1,519,500 William Wong, Nr Stockport, Cheshire DEEP BLUE 201,930 Steve Creasey, Dorking, DRUNKEN MASTER 999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
567,900 Andrew Lee, Southend
on Sea **FANTASY ZONE** 2,408,700 Julian Rignall, C+VG **GALAGA 88** ,436,480 Bryan Servante, Stevenage **GUNHED** 3,985,400 Julian Rignall, C+VG NINJA WARRIORS 114,210 Steve Creasey, Dorking, P-47 1,118,300 Steve Creasey, Dorking, Surrey R-TYPE 973,300 Onn Lee, Nottingham PACLAND 1,100,900 Julian Rignall, C+VG SIDEARMS 517,500 William Wong, Nr Stock-port, Cheshire SON SON II 598,600 Andrew Sandle, Clacton-

On-Sea, Essex SPACE HARRIER

Down, N Ireland
ARMALYTE
30,475,400 Danny Gleghorn, Worksop BATMAN - THE MOVIE 454,510 Mark Broadhead, South Bank, York BOMBUZAL 326,060 Jack Howarth, Failsworth, Manchester BLASTEROIDS 3,562,950 Graham Gurgan, Co. Down, N Ireland BUBBLE BOBBLE 5,360,280 Jens Schroder, Suhlendorf, Germany DALEY THOMSON'S CHAL-LENGE 10,670 Tony Repo, Helsinki DENARIS 173,800 Niko Rissanen, Finland DRAGON NINJA 89,950 Philip Steventon, Stafford GREAT GIANNA SISTERS 101,010 Jukka Piira, Finland 588,000 Ste Markey, Liverpool LAST NINJA II 999,810 Tim Pickup, Darwen, MICKEY MOUSE 567,650 Daniel King, Manchester NEW ZEALAND STORY 3,415,600 Luke Hetherington, OPERATION WOLF
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THUNDERBLADE



1,549,040 Paul Turton, Bottes-

IGH SCORES



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ALTERED BEAST 473,000 Gary Liew, London ARKANOID

730,390 Julian Rignall, C+VG ARKANOID II

464,390 Neil Evans, Cheltenham, Gloucestershire BAAL

163,450 Stephen Simpson, Otley BACKLASH

1,450,800 James Boyd, London BEYOND THE ICE PALACE 59,980 Stephen Raggett, Guild-

BLASTEROIDS 7,473,325 Richard Halton, Horwich, Bolton

BUBBLE BOBBLE 6,345,720 Colin Tracey, Colches-

BUGGY BOY 107,340 Colin Tracey, Colchester DRAGON NINJA

102,300 Neil Oberoi, Horley **ELIMINATOR**

642,564 Horness Spencer, Redditch, Worcs **EMPIRE STRIKES BACK**

550,166 lan Pinder, Pudsey FLYING SHARK 4,283,920 Neil Evans, Cheltenham, Gloucestershire

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IK4 205,100 Niklas Aronsson, Sweden

IKARI WARRIORS 77,550 Craig Sutherland, Scone,

Scotland INDIANA JONES ARCADE 9,350 Richard Coward, Newthorpe, Nottingham

LED STORM 806,950 Richard Davis, London LICENCE TO KILL 82,430 Timothy Hodges, Peterbo-

rough, Cambs
NEW ZEALAND STORY 409,797 Stephen Simpson,

OPERATION WOLF

305,250 Aaron Kramer, Moray-OUTRUN

54,877,900 Gerallt Evans, Ma-

chynlleth, Dyfed PACLAND 217,526 A Redfearn, Hudders-field, Yorkshire RED HEAT 77,823 Timothy Hodges, Peterbo-rough, Cambs RETURN OF THE JEDI 126,955 Ian Pinder, Pudsey ROBOCOP

401,220 Aaron Kramer, Morayshire R-TYPE 523,220 Horness Spencer, Red-

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AMIGA





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ing, Berkshire LED STORM 560,838 Steven Howard, Lowest-LICENCE TO KILL 39,573 Lior Meiry, Israel NEW ZEALAND STORY 256,821 Mark Blackie, Brockley, **OPERATION WOLF** 1,021,122 Jegi Rahi, Crayford, PACMANIA 21.356.620 Sou-Helen Varvatou. Athens, Greece PAPERBOY 107,150 David Pocock, S Croydon, Surrey RICK DANGEROUS 744,550 Casey Gallacher, Reading, Berkshire ROADBLASTERS 1,912,824 Allan Black, Desborough, N Hants ROBOCOP 355,810 Richard Carter, Cannock, Staffs SILKWORM 2,338,800 Pedro Lima, Portugal SPACE HARRIER 7,566,980 Allan Black, Desborough, N Hants STARGLIDER II 385,492 Kevin Griffiths, Wolver-SUPER HANG-ON 22,118,682 Richard Shaw, Keyworth, Notts SWORD OF SODAN 447,250 Carl Bates, Woolwell,

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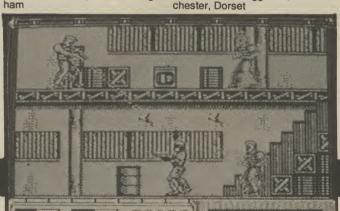
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AFTERBURNER 25,310,570 Craig Nelson, Barn-sley, S Yorks BARBARIAN II 23,570 Neil Franklin, Swanley BLASTEROIDS 106,850 Tim Goldsby, Cheltenham, Glos
BUGGY BOY
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OPERATION WOLF 447,350 Paun Giunman, Harrow, Middx OUTRUN 56,708,370 R McDonald, Thurnby, Leics ROBOCOP 2,794,000 John Bristow, Erith, Kent SOLOMON'S KEY Paul Cayzer, Widnes SORCERY PLUS 128,135 Ben Cumming, Eaglescliffe, Cleveland VINDICATORS 479,000 Giles Taylor, Eastleigh, Hants WEC LE MANS 295,660 Ben Meggeson, Dor-





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ATARIST



IBM/PC



C64

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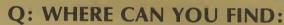
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ST.

THE RESERVENCE OF THE PRACTICAL PRAC

BY VIRGIN/MAS-TERTRONIC

ast year Virgin/Mastertronic released conversions of Technos' highly popular coin-op, Double Dragon, and although they sold well, all versions were disappointing. This Christmas sees the same company releasing conversions of the sequel to Double Dragon, the imaginatively-called Double Dragon II.

If you don't already know, Double Dragon il is a horizontally scrolling beat 'em up in which one or two players get the chance to walk into the wrong side of town and do battle with anyone they find there. The reason for all this violence is simple: a group of baddies has once again kidnapped your girlfriend (didn't they get the message last time?), so you (and a mate if he's not busy) have to go and rescue her.

The backdrops are suitably seedy as the heroes begin their



L Two against one! That's not fair!!

quest, and within seconds the first gang members leap out from nowhere and attack. These are a pretty motley crew, ranging from cartwheeling martial arts experts and whip-wielding dominatrixes to nine-foot giants. All attempt to hit the heroes and wear down their energy bars if this happens three times, their

quest is over.

Fortunately the heroes can give as good as they get, and have a range of kicks and punches which can be used to good effect. They can also pick up and use items dropped by baddies such as whips, knives, baseball bats and large boxes.

At the end of each level is a

very large bad guy who must be overcome before the heroes can continue, and at the end of the very last level is the boss - kick his head in and true love can finally prevail...

While Double Dragon II is basically very similar to Double Dragon, the ST conversion is far better than last year's effort. The graphics are almost identical to the coin-op, and the game-play is very faithful. The two-player mode works very well, adding more fun to the proceedings, and the game is challenging and addictive. It's a shame Virgin/Mastertronic didn't get it right last year, but at last there's now a decent computer Double Dragon game that beat 'em up fans will genuinely enjoy.

JULIAN RIGNALL

UPDATE

Amiga-owning Double Dragon II fans will be pleased to hear that the version for their machine will feature even better graphics and sound than the ST version. We've seen absolutely nothing on the 8 bit versions, so check 'em out before buying.

1P 468	#E 4 2 5.8 8 0	NT THE
20-3		
	CREDUTS 97 3 POINT	

ST £19.99
GRAPHICS 81%
SOUND 72%
VALUE 76%
PLAYABILITY 83%

An accurate conversion of the popular arcade combat game which beat 'em up fans should relish.

OVERALL 80%

THIS IS NO GAME!...

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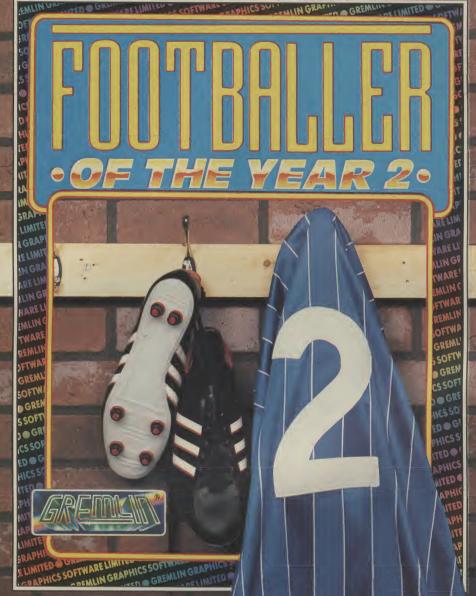
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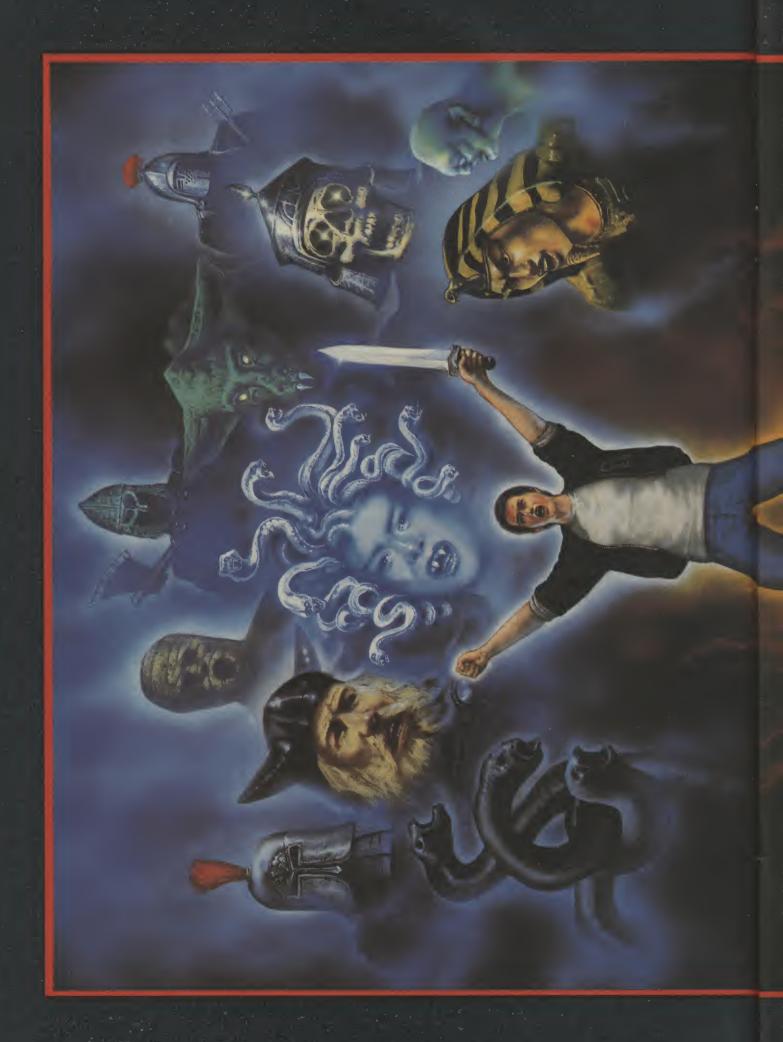


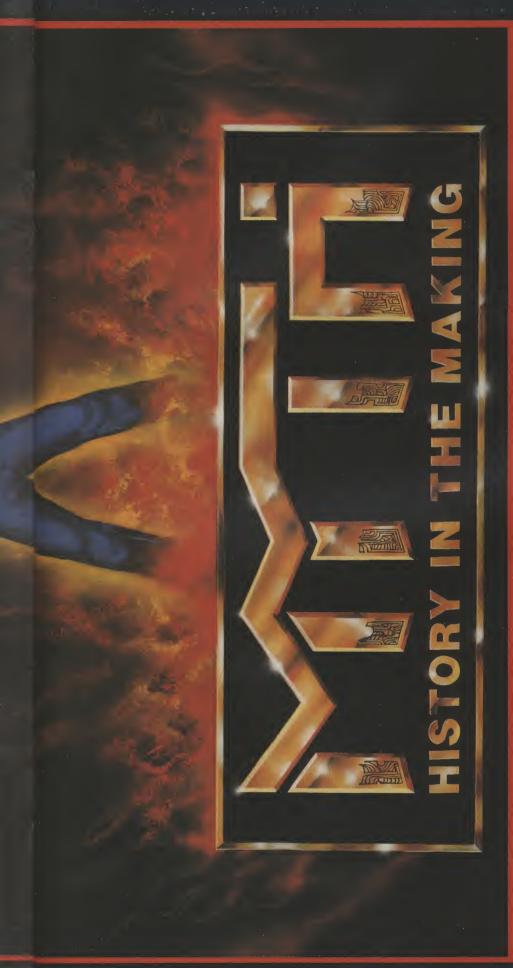






All mail order enquiries to Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423







REVIEW

C64

S Gold released their conversion of Sega's hydraulic arcade driving machine, Outrun, this time two years ago, and although it sold incredibly well, it was generally considered to be a disappointment.

Two years on and history seems to be repeating itself - for what we have here is a conversion of the sequel to Outrun, Turbo Outrun. Is it better than the original? Well, read on and find out

The aim, as in Outrun, is straightforward enough in that you've got to race across America in your gleaming red Ferrari, with the sun whistling through your shades and your blonde girlie sat by your side. This time round, though, you have a set route from New York to Los Angeles ahead of you instead of a nameless batch of freeways, and the Testarossa in the first game has been swapped for a considerably more powerful (top speed of 202mph) F40. Gone too is the ability to choose the road you wish to drive on; to compensate, the number of stages has risen from five to sixteen (four states, each containing four stages).

At the end of each state the option is given to customise the F40, making available such extras as a bigger engine, wider tyres and a more powerful turbo boost than the one already fitted. Prowess at the steering wheel is essential to completion of the course, as all the other road users will be doing their damnedest to prevent you from finishing. Don't be tempted to drive recklessly, however; poor handling could mean your fickle girlfriend leaving you at the garage in favour of your arch rival - a hunky guy with a Porsche 959.

Just about everything from the coin-op has been included in this staggering C64 conversion - manual/automatic gear shift, variable weather conditions, the car bouncing when you hit a log, all the roadside objects... the only thing missing are juggernauts on the road and the massive flipover when you crash the car. But you don't really miss them when the gameplay's this fast and exciting.

The graphics are truly excellent, with fast and very convinc-



A snowplough would make this stage easier.





REVIEW



▼ ST version on the starting grid ing 3D and stomach-churning hills, and the sound is truly superb with seven soundtracks, each containing a variety of samples (over 90K in total).

I would never have believed that it was possible to produce such an accurate conversion of Turbo Outrun on the C64 - it's practically a scaled-down version of the coin-op. But here it is, and it's incredible.

Outrun is dead. Long live Turbo Outrun!



▲ Arcade faithful, right down to the gearbox select.



QUERHERT

UPDATE

The finishing touches are currently being put to the Spectrum, Amstrad, ST and Amiga versions of Turbo, and all should be available by the end of the month.

	,,,,,
C64	£9.99
GRAPHICS	92%
SOUND	94%
VALUE	90%
PLAYABILIT	Y 90%

The speed you need and all the frills you want come together in the most incredible driving game yet seen on the C64. An astounding conversion which shouldn't be missed.

OVERALL 93%



on deep into enemy week, single shot repeater up and lightning our favour, enades, and now you was come face to face the enemy gunships, and allower des. Equip

hao Lin, so they say, is a Stemple of peace somewhere in the wilds of Manchuria where the monks are taught meditation, the spiritual secrets of universal energy fields, and also how to beat the doo-doo out of just about anyone on the planet.

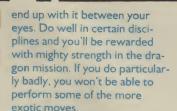
Now you're sure to be thinking, yeah, yeah, another beat em up, but where Chambers of Shao Lin differs from every other game of this type is in its six training sections which let you create your own fighter and build up strengths in particular disciplines. Then you can move on to a five-part quest to do over a dragon.

While some of the tests are just a matter of repeatedly dodging bombs or an opponent with a large stick, there are a few which are quite ingenious. In the Test of Speed, for example, your baldy on-screen hero is standing on a platform in a well with two holes in the walls, through which gallons of water are flowing! There are two covers suspended over the holes, but to cut their ropes you need to release the catches holding up two axes by hitting them with a steel ball suspended at head height from the ceiling. High kicks get the ball swinging but mis-time it and you could

Lay that sucker out!



Dodge the stick in the Test of Speed.



DEVIEW

The first part of the mission is made up of four, single screen beat 'em ups, which, as single screen beat 'em ups go, are pretty good. The graphics are smart and the computer combatants are challenging opponents. As I've already mentioned, the moves available are dependent on your success in the discipline rounds, but with a well-trained fighter there's a decent selection of kicks and punches.

The final section is fraught with dangers, in the form of swooping dragonlets and rolling rocks, which your chap has to duck and jump over

All the sections are beautifully depicted on-screen, and if you watch the backgrounds carefully there's always someone flying a kite or a Ninja falling off a verandah or something. The sound effects are sampled, and if you have a 1040ST you get some very nice sampled music as well (520 owners get standard sound chip toons).

PAUL GLANCEY

UPDATE

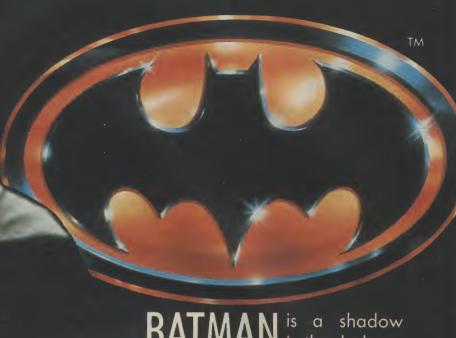
Plans are afoot for Amiga and C64 versions. A PC version of Chambers is being released by Cinemaware over in the States, so PC owners will either have to import it, or wait for someone else to distribute it over here.



ST #	24.99
GRAPHICS	80%
SOUND	82%
VALUE	82%
PLAYABILIT	Y 79%

Doesn't have the instant playability of IK+, but the quest and character creation elements give Chambers of Shao Lin plenty of lasting appeal.

OVERALL



BATMAN is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare.

The only hope for a desperate city – BATMAN.













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TEMPLE OF DOOM



BY INFOGRAMES





zerland, Europe's top scientists are putting the finishing touches to the world's first moon rocket. On board, the intrepid crew of Tin Tin, his faithful hound Snowy and his chums Captain Haddock and the Prof check the in-flight computers, not realising that the dastardly Colonel Boris and his gang of evil henchmen have also joined the lunar party, intent on wrecking the mission in their own despicable way. The countdown begins - and so does our continental hero's debut adventure on home computer.

Colonel Boris and his gang have set about lighting fires and planting bombs in each of the rooms of the rocket. Sensing that something is amiss, Tin Tin and Snowy go to investigate. In a mad dash through five different stages, each with a rapidly decreasing time limit, Tin Tin must ensure that all the bombs are defused, all the fires are extinguished and Colonel Boris is disarmed and no longer poses any threat to the mission.

Once a level is cleared of danger, the scene changes to a third-person perspective 3D view of the rocket, hurtling through space. The aim of the game is to collect eight red en-

quired to move that bit closer to the moon

Tin Tin On The Moon opens with a superb animated sequence of the rocket's launch from Earth, and this high quality presentation is echoed throughout. Each of the main characters is instantly recognisable from the cartoon series, both in how they look and the way they charge about the place with reckless abandon. The sound effects are great, too.

However, although every-

thing looks and sounds first class, the game itself is far, far too easy - I got to the last level on my second go, and would probably have completed the game had I persevered for another hour or so. As the majority of the game is split between only two different game styles, the lasting appeal is questionable. Saying that, the lack of difficulty and, indeed, the licence itself, make this an ideal Christmas pressie for younger gamers, or those of you out there who haven't the time, patience or ability to sit and master a more complex game.

PAUL RAND

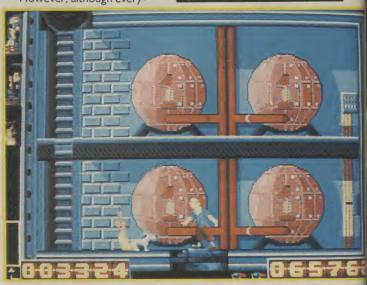
UPDATE

Amiga and PC versions are available soon, and will look and play very similarly to this version.

£19.99 90% **GRAPHICS** 88% SOUND VALUE 74% **PLAYABILITY 77%**

An admirable computer rendition of the ageless cartoon character's exploits, but the lack of difficulty makes this more suited to younger players or computer game novices.

OVERALL



Snowy shows off a rude party trick.

Me Direct From the people who brought you Test Drive TM



The Ferral F40. The Porsche 959.

The rarest birds on the road.

The rarest birds on the and never see one let alone and never see one all the rarest birds on the rare and never see one all the rarest birds on the rarest birds of the rarest birds The Ferrari FAO. The Porsche 1959.

e one. Or you could race them, right now, on your organization Or you could face them, right now, on your or your personal computer.

personal computer.

The puel: Test astest production cars.

Wheel of the world's tastest production.

the Ferrain F40 and the Porsche 959 - rocketing down and dangerous and the Porsche 959 - rocketing and dangerous the Ferrain F40 and the Porsche 959 - rocketing and dangerous and performance and the Ferrain F40 and the ase eye calching and performance as the Ferrain defined speed, power and performance in rocket from the forests, as the Cars through the forests, as the Cars through the clock. Now The Duel: Test Drive the clock Now The Buel: Through the forests, as the Cars through the forests and the Cars through the forests and the Cars through the forests are the Cars through through the Cars through the Cars through the Cars through through through the Ferrari F40 and the Porsche and the Porsch and



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strewn

Real roads

speed shoot out.

Available on:

Available on:

Available on:

Compatibles Amiga, CBM 64 disk.

Anstrad, Spectrum, and

EM PC + compatibles Amiga

Coming spon on CBM 64 cassette, Amstrad,

Atail ST Accessory Disks: The Supernars: IBM PC, Amiga. CBM 64 disk. Coming soon on Alari ST.
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Coming soon on IBM PC, Amiga, CBM 64 and Atari ST.

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EVIEW > ST C64 SPECTRUM

n the year 2029, things aren't as hunky-dory as people might have hoped. Far from the annihilation of the terrorist threat so apparent in the late 20th century, each of the world's fanatical groups have joined together in a bid to wipe out Western democracy and free trading. Oh dear. Sounds like it's time to call for the Action Fighter.

Five missions await completion in Firebird's conversion of Sega's rather obscure arcade game. The player begins by ripping up the road on a sleek, highpowered but vulnerable motorcycle. Every so often a letter of the alphabet wends its way

The weapons truck makes a delivery.

down the screen, beginning with A and ending with F. Once all letters up to D have been collected, the motorbike transforms into an armoured car. During this little ground-

based excursion you're given the chance to drive into the trailers of passing Sega trucks, gaining extra weapons, rockets (to shoot down any passing enemy helicopters) and limited invincibility in the process. Once the letter F is picked up it's time to transform once more as you shoot off the end of a pier and become a jet fighter, aiming to destroy airborne attackers in a vertically scrolling shoot 'em up. At the end of this stage awaits

▲ Watch out for the chopper! your target, which you must eradicate before the President issues new orders.

The coin-op never really took arcadesters by storm, so why Firebird took on this licence beats me. As a game it's quite impressive in its own way, relying on playability rather than pretty pictures. The Spy Hunterstyle gameplay is certainly addictive for a while and the transformation of game styles adds variety. Unfortunately the whole concept is too simple and, even though play is tough, it doesn't really hold your interest for very long.

PAUL RAND



Amiga, PC and CPC versions are on the way. While the Amiga version should resemble the ST game, Amstrad Action Fighter will be a colourful, slightly jerkier copy of the Spectrum ver£19.99

71% GRAPHICS SOUND 66% VALUE 69% **PLAYABILITY 78%**

A faithful conversion of an obscure, yet enjoyable coinop. It's fun for a while, but is by no means an essential purchase. Buy it if you're feeling nostalgic.

C64

Very disappointing when compared to the other attempts. Garish graphics, horrendous sound and wooden animation smother what could have been a fun Spy Hunter clone.

OVERALL 46%

SPEC

Monochrome graphics are easy on the eye and sound is as much as can be expected. An admirable conversion which is well suited to the Spectrum.

OVERALL







REVIEW - AMIGA

he main character in this game is a mouse-controlled sphere, trapped in a complex of 32 maze-like structures. And guess what? Yeah, that's right, you've got to escape from 'em

Although it's a generally simple task to roll around, tapping your feet to the Greasestyle soundtrack which blares out of the TV speaker as you go, it isn't long before you stumble across a highly unstable section of floor. It's possible to buy pick axes with which to repair these danger zones, but these implements aren't exactly cheap and you begin without a single penny in your pocket, so it's a good idea to collect the coins left scattered around by previous, less fortunate maze explorers. The coins vary in value, starting from \$100, and you must be wise with your dough, only spending it on items which you need, as opposed to want.

As well as pick axes, you can also spend your bread on bombs (to blow up obtrusive barriers



and uncover previously hidden sections of walkway), armour (which allows you to smash down blockages found along the way) and parachutes (which stop you falling through holes in the maze). Keys must also be found to unlock doors in the

Completing most of the 32 stages is a real challenge, as the scales of fortune are definitely NOT in your favour and you're allowed only the bare minimum of objects to assist you in the search for each exit. The ball rolls around very realistically and the programmers have got the inertia effect just right.

Backed up by impressive graphics and some great soundtracks, Rock 'n' Roll is a must for everyone who enjoys arcade puzzle games.

PAUL RAND







N-AOLL



AMIGA £24.99

GRAPHICS 90%
SOUND 88%
VALUE 87%
PLAYABILITY 90%

Rainbow Arts' most impressive release for a long time. Great graphics, superb sound, infuriatingly addictive gameplay and the urge to "just finish that level" all come together perfectly in one neat package.

OVERALL 89%

▼ Vortices of arrows to send you off course.

UPDATE

All other versions of Rock 'n' Roll (namely ST, C64, Spectrum and Amstrad) are out soon, at a price of 19.99 for ST and 9.99 for all 8 bits except the Spectrum, which will be 8.99.

▼ Those keys could come in handy...

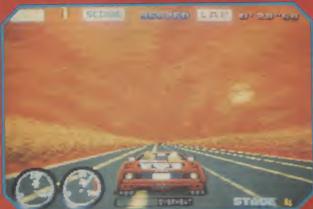
















CBM 64/128 CASSETTE SPECTRUM CASSETTE AMSTRAD CASSETTE **ATARI ST & AMIGA**





T GAME EVER... JUST GOT BIGGER...



E CAR, MOREROAD, MORE ACTION!







The Falcon warps out... INICRON

ce Powers was just another Star Police captain. At least, he was until a particularly pleasant dream was cut short by the buzzing of his VidiFone, ordering him to report immediately to the Chief's office on Cron. Ace knew that big things were in store for him; after all, no-one below Colonel gets to see the chief unless something's up.

BY IMAGE WORKS/FIRSTSTAR

Something is up - and it IS big. A drugs racket of intergalactic proportions has erupted and the blame rests heavily on the shoulders of the universe's worst scum, the Sarbai. It turns out that one of the Star Police's crack agents had infiltrated a Sar- thing have happened to him, to bai narcotics squad, his last transmission revealing that they were about to board one of Cron's cargo ships for reasons unknown. Since then the agent has failed to contact headquarters, so Ace has been put on the case, his duties being to discover what has happened on the vessel, the fate of the agent and, should any-

press ENTER key to continue

LIBRARIAN

continue the investigation...

The game has been designed so that although it's possible to visit a lot of the 250-odd different locations in no particular order, play runs along a fairly straight line without the player actually realising, giving scope for stumbling across the odd clue by "chance", greatly enhanc-

UPDATE

Miss Stern Official 2355

Amiga and ST versions of Omnicron Conspiracy are on their way and will at the very least match the PC version in terms of graphics, sound and gameplay. They should both be considerably cheaper, too.



ing enjoyment.

The amount and variety of characters throughout the game is huge, ranging from supply droids and mad scientists to alien octopi flogging life insurance! Most of the creatures you meet can be interacted with, lots of them having some rather interesting things to tell you.

Omnicron Conspiracy is a very large game which manages to cross the bridge between arcade and adventure brilliantly, ending up with a totally original game which is both highly addictive and very entertaining.

PAUL RAND



GRAPHICS SOUND 63% VALUE 88% **PLAYABILITY 90%**

A conspiracy on a universal scale means a lot of hard detective work for a Star Cop (as well as a few lucky breaks) but the feeling of accomplishment with each new lead is immense. Rake out the dosh if you fancy your chances at cracking this superb adventure.



of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!"

Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.





Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.

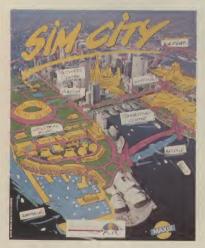
Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real



Fire: \$100 \$100 Pd 100%
\$100 \$100 100%
Cash Flow \$447 Prev Funds \$5,000
Current Funds \$5,447 Go Hith These Figures

SIN CITY

What you should know about the game of the year.







time. Every decision instantly influences the life of your town. In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios: e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text

commands





Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."

NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just



NFOGRAMES



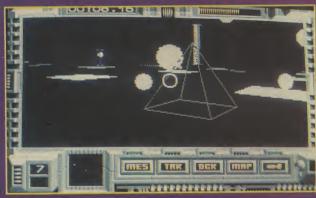
AMIGA



To get past this security camera.



... locate the circuit.



BLAM!!



...and the way is clear.

C+VG HITI

Interphase is set in a future where nobody watches the telly! Anyone with a spare moment goes for more direct sensory stimulation by plugging their head into a DreamTrack an electronic recording of all the physical and emotional sensations which accompany various "exciting" experiences.

Chadd is one of the dreamers who actually master these recordings, and he's just found out that his latest track could well destabilise the mind of anyone who plays it. There's only one thing for it - Chadd has to connect his brain to the building's computer and deactivate its security systems, the cameras, pressure pads and floor turntables, while his girlfriend nips up to the top floor of the 25 storey DreamTrack Corporation

building, pinches the deadly track and gets out.

As Chadd's brain infiltrates the computer it interprets the electronic surroundings as solid shapes on the surfaces of a multilevel structure of ceilings and floors. Each shape represents a different type of security circuit which Chadd can deactivate with a blast of energy or a homing missile. These weapons also come in handy for destroying patrolling debuggers, which appear as belligerent spacecraft or frogs on unicycles (it's meant to be a dream, remember).

You can play the game just as a 3D shoot 'em up, but getting to the top of the tower and out again requires brains rather than just blasting power.

Chadd is in constant contact with his girlfriend and he can check where she is at any time on a floor blueprint. As she walks the corridors, Chadd has to strategically deactivate security systems so that she can pass through unhindered. Clicking on an object locks it into the Navcom, which indicates the direction of the relevant circuit in the 3D network.

It isn't just a question of switching off everything in her path though. For instance, on



BY IMAGEWORKS

the first floor, you have to leave a particular security camera switched on so that when the girl passes, it activates a robot which moves out of its room towards the camera. The way the system is timed means that she can just dodge past the robot, and then get safely through the room it's just left.

Unless you're a right old Mr Logic, finding each floor's solution is a matter of trial and error, especially the earlier ones which present you with more and more new components to figure out. Luckily, there's a game save option, so you don't have to start from scratch every time you get zonked.

You're not just going to be playing Interphase for its 3D graphics, excellent though they are. It's the combination of 25 levels of intriguing logic puzzles (50 if you count the return journey which, of course, has to be played backwards) and an imaginative 3D shoot 'em up which make it such a winner. In my opinion, it's one of the few ST games which approaches the standard of thinking gameplay set by Dungeon Master. And that's about the highest praise I can give

PAUL GLANCEY

ST £24.99

GRAPHICS 84%
SOUND 75%
VALUE 89%
PLAYABILITY 90%

A wonderfully-executed blend of strategy and arcade action. Superb 3D graphics, hours of intriguing gameplay and a cheeky sample from Pink Floyd's "Wish You Were Here" assure its success.

OVERALL 89%

AMIGA £24.99

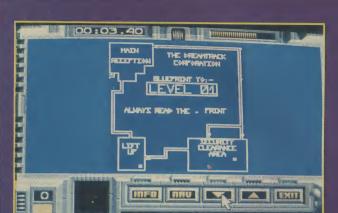
Completely indistinguishable from the ST version. Brilliant.

OVERALL 89%

UPDATE

Expect a very similar PC version at the same price early next year.

ST



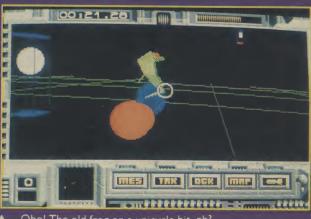
Ground floor. Get from reception to the lift.



Passing between floors means a trip through The Tunnel



▲ A missile streaks towards an attacking ship.



Oho! The old frog on a unicycle bit, eh?





DAY OF THE PHARACH

BY RAINBOW ARTS

ver 4000 years ago Egypt was a thriving area, until the people lost their Pharaoh. Seth, the God of Evil, ordered rich and powerful people to kill all heirs of the Pharaoh, promising them the throne after doing so. All would have been lost for the Pharaohs were it not for Amon-Re the Sun God, who whisked one young heir away and hid him with the Fellahs, a tribe of workers who had made their home on the banks of the Nile.

Now it is time for you, as that child, to climb the social ladder from not-very-well-off-worker and emerge as rightful heir to the Egyptian throne. With only a few possessions and a ship, given to you by another God, Osiris (an enemy of Seth), you must enter the big, wide



▲ Take the Pepi challenge. world and do what must be done.

Success or failure ultimately depends upon your skills at buying and selling in the markets of the towns and cities which you can sail to in the game.

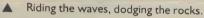
One of three arcade sequen-

ces pop up at certain times. When travelling by sea you must guide your ship (of which only the front-end is shown) through choppy, rock-laden waters viewed in second-person perspective 3D. Hit the rocks three times and the ship sinks.

Now and again a tribe of Phoenician thieves attempt to plunder your craft while in dock. This you must discourage by running up and down the deck, beating off the would-be pilferers with an oar.

The third action scene is a a horizontally scrolling spear 'em down with you on your chariot, hurling spears at enemy tribesmen on the roadside.

At first I thought this could be fun, but progress through the game is slow and unrewarding, with loading taking more time than actually playing. The buying/selling of goods isn't the most exciting of pastimes and no attempt has been made to make this section look appealing in any way.



The arcade sequences are also poorly designed, and are either far too easy, or incredibly difficult, making the game frustrating and annoying to play.

Day Of The Pharaoh is an admirable attempt at a Cinemaware-style interactive movie game, but unfortunately the poor graphics and gameplay make it a very average game.

PAUL RAND

ST £19.99

GRAPHICS 68% SOUND 63% VALUE 53% PLAYABILITY 51%

A very average attempt at a Cinemaware-style game, mostly relying on a rather poor buy/sell strategy. The arcade sequences are also very unexciting.

OVERALL 58%

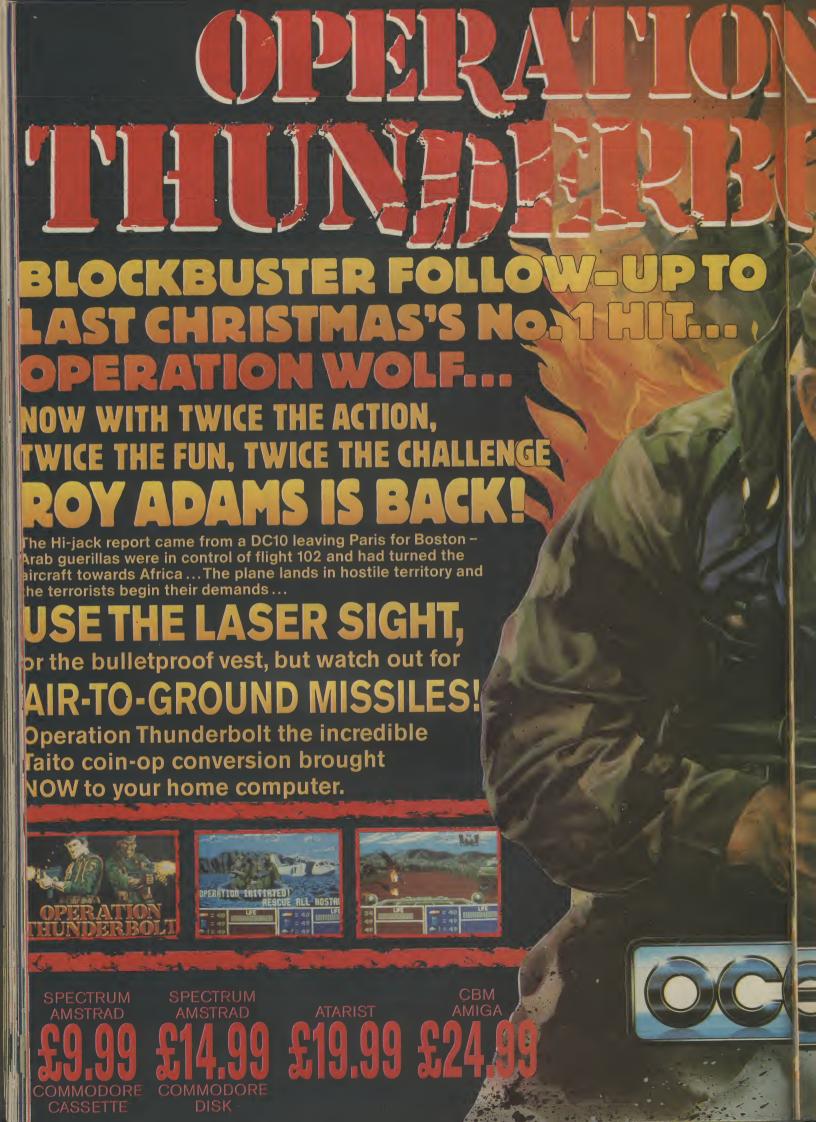
AMIGA £24.99

Apart from a few cosmetic differences, the game is exactly the same. There just isn't enough entertainment for your money.

OVERALL 59%



▲ What's she doing...







Running through the rain in your kex: not recommended.



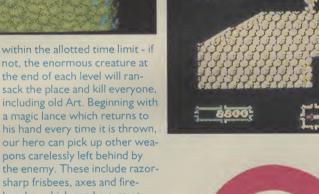
idnappings aren't a modern day thing you know - they used to occur in medieval times too. Then, the abductors were the devil and his disciples. The ransom wasn't a few million in used notes either - the kingdom's for sake in this little caper.

But when the chips are down and things are looking, to say the least, bleak, something must be done. The hostage in question is none other than the king's voluptuous daughter - so it's time to call on Camelot's answer to Rambo, Sir Arthur T Knight, RDD (Rescuer of Damsels in Dis- where, some of which contain tress)

Arthur must battle his way through the many lands which make up the kingdom, which is now absolutely infested with Satan's creations. Beginning in the court graveyard and travelling through forests, castles and similarly dangerous areas, Arthur must complete each section

not, the enormous creature at the end of each level will ransack the place and kill everyone, including old Art. Beginning with a magic lance which returns to his hand every time it is thrown, our hero can pick up other weapons carelessly left behind by the enemy. These include razorsharp frisbees, axes and firebombs, which can be a great help on some levels but a hindrance to progress on others.

As well as extra weaponry, treasure chests appear from nomagic armour with varying powers, including the ability to create a mirror image of its wearer (doubling firepower) and a smart bomb-type effect. Caution is recommended though, as many of the chests contain demons who hurl magic spells, turning the brave knight into an unarmed bow-tie-wearing duck



717171717

BY US GOLD

for a while.

Arthur starts the quest with three lives; if he is hit by a baddie or struck by a weapon he loses his armour and must continue in his natty white boxer shorts until he finds another suit. However, if he is attacked in this semi-naked state, he loses one of his lives and must go back to the beginning of the level.

Ghouls 'n' Ghosts on the ST is an extremely faithful conversion of the coin-op. Most of the original's features have been retained and, although the graphics aren't pixel perfect, they're easily recognisable. The game itself is at first frustrating, with death knocking on the door almost immediately after play has commenced. Once you start to get further and further into each level though, annoyance















UPDATE

turns into satisfaction with each inch gained. Sound must also be given a mention, the music being some of the best I've heard on the ST for a long time - it's very atmospheric!

Ghouls 'n' Ghosts is about as good as anyone could hope for. Practically everything which made the coin-op such a delight to play is in there, right down to the pouring rain on the forest level. Getting your armour rusty has never been so much fun!

PAUL RAND

AMSTRAD £9.99

Masses of colour and loads of playability make up for the shortfalls apparent in the Amstrad version of Ghouls 'n' Ghosts, most notably the push-scroll. As with the others though, it's as good a conversion as could be sensibly expected and you can't ask for more than that.

OVERALL 85%

Amiga and C64 Ghouls 'n' Ghosts aren't too far behind the others. The Amiga version should look and play much like its ST cousin, and the C64 version

promises to be the best of

the 8 bit conversions!

Ooh! A nasty tree!

ST £19.99

GRAPHICS 89%

SOUND 87%

VALUE 88%

PLAYABILITY 89%

An accurate conversion of the hit coin-op that's tough, but very addictive. Go for it!!

OVERALL 88%

The graphics are a bit on the facility side, but re's will, in faithful conversion and an improble game which provides plency of challenge and excitements.

OVERALL 85%

**VIRGE ** VIRGIN'S SANTA ** ** VIRGINS



Don't miss out on an extra special stocking this Christmas when Santa will be awarding the lucky winners with:

5 FIRST PRIZES OF

£1,000 worth of software of your choice, or an Amiga or ST plus £500 worth of software of your choice

10 SECOND PRIZES OF

£500 worth of software of your choice

20 THIRD PRIZES OF

£250 worth of software of your choice

1000 RUNNER UP PRIZES TOO!

Any one of the six Virgin Games arcade classics mentioned earlier.

MAKE SURE SANTA **VISITS YOU** TWICE THIS YEAR!

HERE WE GO!

Virgin Games have decided to become a Santa and hand out £30,000 worth of fabulous goodies. All you have to do to gain from Santa's generosity is to buy any three of these games:

SHINOBI **DOUBLE DRAGON II GEMINI WING**

CONTINENTAL CIRCUS SILKWORM **NINJA WARRIORS**

Simply collect three tokens - you'll find one in each game - and send them to Virgin Games. The prize draw will take place on 29th January 1990.

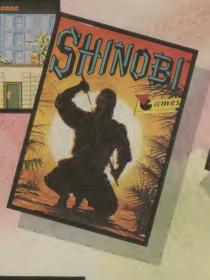
WIN £30,000 WORTH

SAldiscover wby JANTA

SHINOBI

rth

You're masashi, a tough ninja warrior on a mission to clear the town from rebel martial arts fanatics. Explore the scrolling urban landscape and beat the hell out of your opponents, but watch out for the end-of-level guardians.



GEMINI WING

The aliens have had enough. They're not going to take their brethren being blasted on computer screen any more. So they've come down in their hordes to blast the pitiful race of carbon-based life forms called humans. Can you stop them? Somebody



SILKWORM

It's not true! Even after months of negotiation with the Ruskies and despite a mass exodus out of Afghanistan,

we're still under threat. There's no one left to press the Nuke button so the battle has switched to copters and plane. Non-stop shoot-'em-up arcade action.

Compete in formula

CONTINENTAL **CIRCUS**

one races in Brazil, America, France, Monaco, Germany, Spain and Japan, Race hard, but watch out for other cars. Colliding can be fatal. And do visit the pits for fuel and repairs.

ALVIN WARRIORS

has to do it.

Can vou survive brutal enemy onslaught? Fight with hand, foot and dagger to rid the street of the scum

that dare infest your home town. A classic arcade conversion.



DOUBLE **DRAGON II**

Ferocious two-player simultaneous martial arts mayhem. Evil fiends have captured your girlfriend - it's up to you and your brother to rescue her. Don't fail. Through the town, countryside, mountains and finally into the lair. Use whatever weapons you can find to stay alive.

ALL AVAILABLE ON

AMIGA	£19.99
ATARI ST	£19.99
C64 DISK	£14.99
C64 CASS	£9.99
SPECTRUM CASS	£9.99
SPECTRUM +3 DISK	£14.99
AMSTRAD CASS	£9.99
AMSTRAD DISK	£14.99



VIRGIN GAMES 2-4 VERNON YARD 119 PORTOBELLO ROAD LONDON W11 2DX



AMIGA TOP 20

1 2 3 4 5 6 7 8 9 10 11 12 13 14	(-) (1) (3) (2) (6) (15) (4) (-) (-)	F16 Combat Pilot Bloodwych New Zealand Story Populous Robocop Kick Off Falcon Missions Honda RVF Falcon Shadow o/t Beast Test Drive II	Imageworks EA DI Mirrorsoft Ocean EA Ocean Anco Mirrorsoft Microprose Mirrorsoft Psygnosis Accolade	96% 85% 76% 81% 94% 90% 84% 93% 82% 93% 78% 90%
	(-) (5)			
14	(-)	Passing Shot	Imageworks	65%
15	(8)	Rick Dangerous	Firebird	87%
16			US Gold	81%
17	(10)	Vigilante	US Gold	81%
	(13)	Lombard RAC Rally		83%
19		Grand Prix Circuit	Accolade	75%
20	(12)	Forgotten Worlds	US Gold	92%

At last Xenon II is out, and, as everyone predicted, it's hyperdrived straight to the number one position. Long-awaited roleplayer Bloodwych is another high climber for Mirrorsoft, stepping swiftly into fourth position.

PG'S TIPS SHADOW OF THE BEAST: Expensive and bland sort of game, but flash graphics and sound are winning it a lot of fans. Expect it to climb higher. BATMAN - THE MOVIE: Out as you read this, and probably already streaking up the chart. INDÝ ADVENŤURE GAME: All the thrills of the film! So good. even C+VG's die-hard blasters are hooked!

OUTSIDE BET STUNT CAR RACER: Superb racing simulator just hitting the shelves.

Wow! Action and adventure as three new releases jump straight into the top of the chart. We expected Xenon II's instant rise but it's surprising to see Bloodwych and Promised Lands up there so soon.

PG'S TIPS

BATMAN: Just out and headin' on up already, no doubt. STUNT CAR RACER: Microstyle's 3D stomach-churner of a race game. Great stuff. INDY ADVENTURE GAME: Lucasfilm's superb adventure game with universal appeal.

OUTSIDE BET TOWER OF BABEL: Intriguing 3D puzzle game from Microprose, which is sure to attract a fair bit of interest.

ATARIST TOP 2

	5			I .	1
	1	(-)	Xenon II	Mirrorsoft	94%
	2	(-)	Promised Lands	EA	
					85%
	3	(-)	Bloodwych	Mirrorsoft	81%
	4	(5)	Falcon Missions	Mirrorsoft	88%
	5	(1)	New Zealand Story	Ocean	88%
	6	(4)	Indiana Jones	US Gold	81%
	7	(-)	Populous	EA	94%
	8	(7)	Falcon	Mirrorsoft	93%
,	9	(6)	Kick Off	Anco	84%
1	10	(-)	Passing Shot	Imageworks	61%
	11		TV Sports Football	Mirrorsoft	87%
	12	. /	Robocop	Ocean	90%
	13		Forgotten Worlds	US Gold	88%
	14	(12)	Out Run	Klassix	75%
Į	15		APB	Domark	78%
	16		Rocket Ranger	Mirrorsoft	82%
	17	3 . /	Story So Far	Elite	85%
ı	18		Blood Money	Psygnosis	84%
ı	19		Postman Pat	Alternative	69%
	20	(14)	Lombard RAC Rally	Mandarin	83%
ı					

HOW THE CHARTS ARE CREATED

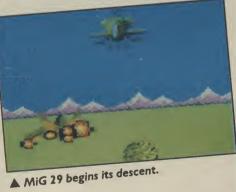
Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.

ALL FORMA

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▲ Vigil 17th pl	ante thumps enough slime to make ace.	



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A COMPANY OF THE PARTY OF THE P	-	Best F ATTE
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	Ti The	The state of the s
▲ Xenon II v	warps out of hy	perspace at last.





			والمطبق
		GAME	COMPANY
1	(1)	CRAZY CARS	HIT SQUAD
2	(2)	INDIANA JONES	US GOLD
3	(4)	ROBOCOP	OCEAN
4	(-)	BATMAN-MOVIE	OCEAN
5	(6)	YIE AR KUNG FU	HIT SQUAD
6	(3)	GREEN BERET	HIT SQUAD
7	(10)	N ZLAND STORY	OCEAN
8	(15)	BATMAN '88	OCEAN
9	(-)	XENON II	IMAGEWOR
10	(5)	ENDURO RACER	HIT SQUAD
11	(9)	MiG 29	CODE MST
12	(-)	SPITFIRE 40	ALTERNATI
13	(-)	RICK DANGEROUS	MICROPRO
14	(8)	POSTMAN PAT	ALTERNATI
15	(12)	SCOOBY DOO	ENCORE
16	(-)	PASSING SHOT	IMAGE WOR
17	(-)	VIGILANTE	US GOLD
18	(-)	APB	DOMARK
19	(-)	TOP GUN	HIT SQUAD
20	(13)	DRAGON NINJA	OCEAN

fter months of chart domination by budget software, full price games are hitting back. Still, it's a shame about crappy old Crazy Cars holding the number one position, when more deserving titles like - well, just about any of

ATS TOP 20

		_		
ANY	SPEC AMS	C64	ST	AM
UAD	• •		-	-
LD	• •	•		
V	• •	•	•	
4	• •	•	-	-
UAD	• •	•	-	-
UAD	• •	•	-	-
7	• •	•		
٧	• •	•		
WORKS		-		•
UAD	• •	•	-	-
MSTRS	• •		-	-
NATIVE	• •	•		-
PR0SE	• •			•
NATIVE	• •	•		•
RE	• •	•	-	- 1
WORKS	• •	•		•
LD	• •	•		
RK	• •	•		
UAD	• •	•	-	-
4				0

the other games in the chart - are left floundering in the chart's nether regions. It's even pipped the immense new Batman game, but expect the Dark Knight to take the top spot next month, after the superb 16 bit versions have been released.



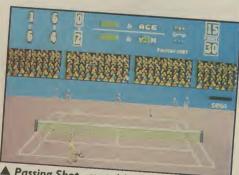
▲ Indy hangs around in second place.



▲ His friendly smile earns Green Beret sixth position.



▲ We've a hunch Scooby won't be at 19 next month.



▲ Passing Shot - surprisingly popular for poor service.

C64 TOP 20

-				
01234567890	(1) (3) (-) (6) (5) (11) (10) (9) (4) (2) (15) (17) (13) (17) (14) (20) (-) (-) (-)	Crazy Cars Pitstop II Batman Indiana Jones Robocop New Zealand Story Yie Ar Kung Fu Summer Games Enduro Racer Green Beret Batman '88 Spitfire 40 Double Dragon APB Dragon Ninja 1942 Top Gun Treble Champions Scooby Doo Emlyn's Soccer	Hit Squad Kixx Ocean US Gold Ocean Ocean Hit Squad Kixx Hit Squad Hit Squad Ocean Alternative Melbrn Hse Domark Ocean Encore Hit Squad Challenge Encore Audiogenic	55% 85% 92% 80% 84% 83% 77% 38% 81% 65% 65% 67% 29% 79% 61% 94%
-				

Yeurrgh! Crazy Cars sits at the top for another month. Surely you could be spending your cash on better gear than this cruddy old jalopy? Hopefully one of Hit Squad's better rereleases will displace it by next month.

PG'S TIPS STUNT CAR RACER: Just as good on the 64 as it is on the 16 bits - a major contribution to road unsafety.

MYTH: Great graphics make this arcade adventure some-

thing really special.
THE UNTOUCHABLES: Excellent seven-part interpretation of the movie - a bit late in the day, though.

OUTSIDE BET WIZBALL: One of the best blasts ever for the C64 - at bud-

get price! It's got to be big!

Spectrum owners are stricken with Batmania, which is good news for Ocean who have all three of their Batgames on the shelves, earning a mint. As

usual, budget games dominate.

PG'S TIPS UNTOUCHABLES: Terrific adaptation of the movie, which is bound to go far. C&VG COIN-OP HITS: Superb

compilation of five US Gold arcade classics - got to be a hit! (whaddayamean - biased?) TURBO ESPRIT: Actionpacked speed cop game, re-released at a budget price.

OUTSIDE BET IRON LORD: Ubisoft's garlicky medieval romp, with lots of arcading and adventuring going for it.

SPECTRUM TOP 2

1	(-)	Batman	Ocean	92%
2	(2)	Crazy Cars	Hit Squad	60%
3	(1)	Batman '88	Hit Squad	80%
4	(7)	T I Dizzy	Code Mstrs	75%
5	(1)	Indiana Jones	US Gold	81%
6	(6)	Enduro Racer	Hit Squad	87%
7	(11)	Robocop	Ocean	69%
	(5)	Postman Pat	Alternative	70%
9	(13)	Scooby Doo	Encore	75%
10		MiG 29	Code Mstrs	35%
	(4)	Green Beret	Hit Squad	85%
	(8)	M Carlo Casino	Code Mstrs	77%
13	(-)	Yie Ar Kung Fu	Hit Squad	70%
14		Daley's Decathlon	Hit Squad	69%
15		Spitfire 40	Alternative	69%
16	(17)	Pro Powerboat Sim	Code Mstrs	70%
	(-)	Batman 3D	Hit Squad	82%
18	(-)	New Zealand Story	Ocean	80%
19	(16)	Fast Food	Code Mstrs	59%
20		Cup Football	D&H Games	72%

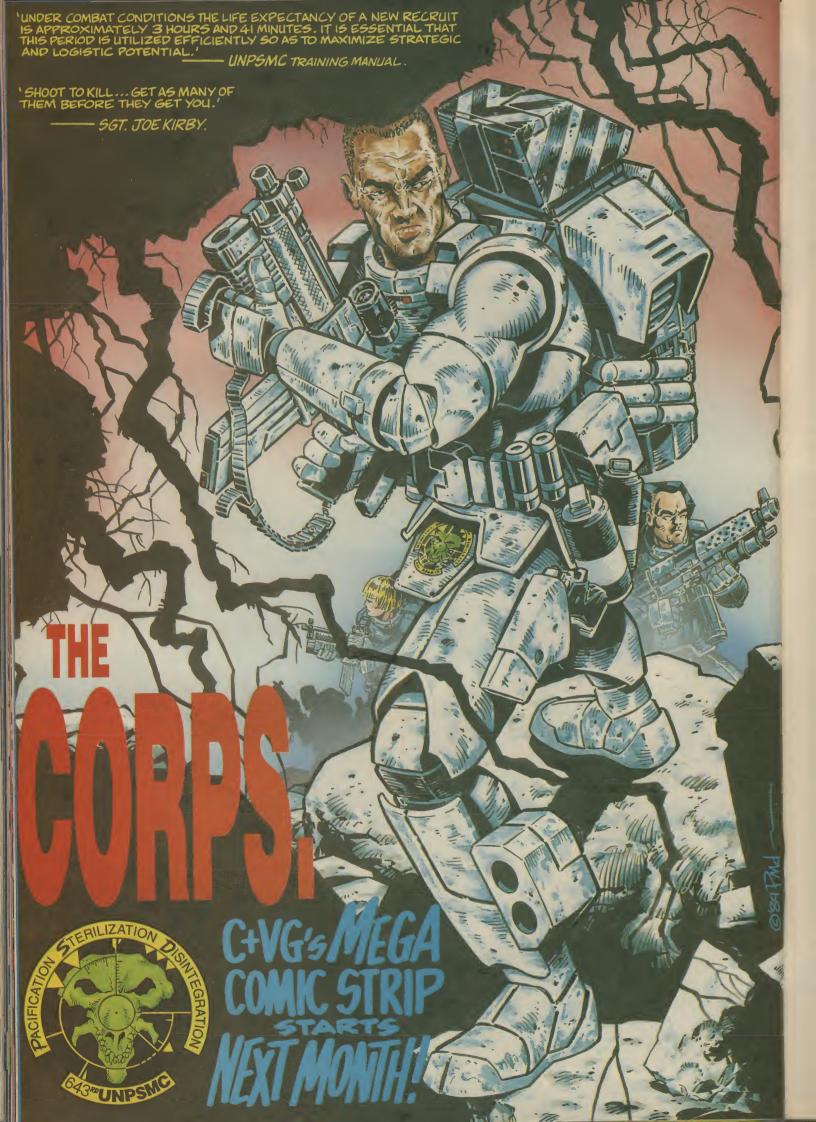
THE C+VG STAFF'S CURRENT GAME OBSESSIONS

JULIAN RIGNALL: GHOULS 'N' GHOSTS (MEGADRIVE), SUPER MONACO GP (ARCADES), INDY ADVENTURE (PC), F-15 STRIKE EAGLE II (PC), EARTHSHAKER (PIN TABLE)

PAUL GLANCEY: FINAL LAP TWIN (PC ENGINE), DRAGON SPIRIT (PC EN-GINE), INDY ADVENTURE (ST), INTÈRPHASE (ST)

PAUL RAND: STUNT CAR RACER (C64), ROCK 'N' ROLL (AMIGA), SHA-DOW OF THE BEAST (AMIGA), WONDERBOY III (SEGA)





TINTIN ON THE MOON



"Hello control station! Here is the moon rocket. Tintin speaking. I have just regained conciousness. Everything seems OK, we are now taking over the controls of the rocket." Aboard the rocket, you will relive with Tintin and his friends the most exciting adventure the

world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Boris, the traitor, who wants to make the expedition fail? Will you be able to find the extinguishers to put out the fires, even while floating in zero-gravity (which ins't everybody's idea of fun)? Will you succeed in finding and disarming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé...

Before Armstrong there was Tintin and... may be you!

Available on : AMIGA, AMSTRAD, ATARI ST, SPECTRUM, C 64, IBM PC



Christmas is just around the corner, and STAR WARS

Christmas is just around the corner, and just like every other year, that means it's time for software companies to start wheeling out compilations by the ton. Julian Rignall has been sorting out the bargains...

C+VG COIN-OP HITS

CONTENTS:
THUNDERBLADE
BIONIC COMMANDO
ROADBLASTERS
OUTRUN
SPY HUNTER

SPECTRUM

£12.99

An excellent all-round com-up compilation with a neat mix of titles ranging from the classic Spy Hunter to tast year's Christmas biggle. Thunderblade. Outron is getting on a bit and has a stupid multilicad system, but Thunderblade and Bionic Commando are both superb.

OVERALL

67%

AMSTRAD

Hours and hours of lun are on offer with this package. Outron is dire, but the other games in this package range from very good to excellent. Definitely one for arcade junkles.

OVERALL

83%

C64

£12,99

Thunderplade and Culturn are good. Spy Hunter is superb. but the star of the package is Bioris, Commando, which sports some brilliant platform action and some amazing soundracks. If you're a C64 owner who enjoys coin-op conversions, don't miss this bundle of goodles.

OVERALL

THALAMUS: THE HITS

CONTENTS: SANXION DELTA QUEDEX ARMALYTE HUNTER'S MOON HAWKEYE

C64

£12.99

A stunning package of some of the best C64 games ever. Hawkeye is good, Hunter's Moon is a stunning visual and aural experience, Quedex is weird, but very playable, Sanxion is ageing, but is still a good blast, and Armalyte and Delta are two of the best shoot 'em ups on the C64. And just to make the package even more worthwhile, Delta features the best computer soundtrack ever written, and a fantastic Mix-e-lode music loading system. An absolute must for every C64 owner.

OVERALL

97%

079/

C64 £12.9
The C64 isn't much cop at doing vector graphics, and the versions of Star Wars

The C64 isn't much cop at doing vector graphics, and the versions of Star Wars and Empire Strikes Back suffer as a consequence, with slow frame update making the game jerky to look at and tricky to play. The Return of the Jedi is blocky and doesn't really capture the atmosphere of the arcade original.

TRILOGY

EMPIRE STRIKES

RETURN OF THE JEDI

The first two vector graphic Star Wars games are nicely executed, and contain

all the features of the original, the third

one is a bit of a disappointment. One for

The vector games are both excellent ren-

ditions of the arcade originals, and Re-

turn of the Jedi, although juddery is colourful and playable. Recommended.

CONTENTS:

STAR WARS

SPECTRUM

BACKS

the collectors.

OVERALL

OVERALL

OVERALL

63%

78%

80%

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£12.99

T £24.99

Star Wars and Empire Strikes Back are both virtually indistinguishable from the arcade versions. Return of the Jedi packs all the features of the coin-op, but is let down by poor graphics and occasionally quirky gameplay. Still, this is a superb package for Star Wars fans.

OVERALL

81%

AMIGA

£24.99

Exactly the same criticisms as the ST package - the only difference is the clearer sampled speech on all the games. Star Wars fans shouldn't miss this.

OVERALL

81%



CONTENTS: BLASTEROIDS THUNDERBLADE LED STORM IMPOSSIBLE MISSION II INDIANA JONES AND THE TEMPLE OF DOOM (NOT ON ST AND AMIGA VERSIONS)

SPECTRUM

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£12.99

Blasteroids, Impossible Mission II and Thunderblade are great, LED Storm is average and Indiana Jones is simply inept. Still, this is a decent compilation that offers hours of play.

OVERALL

80%

AMSTRAD

£12.99

Again, the only poor game on this compilation is Indiana Jones. Blasteroids and Thunderblade are both great; combined with the other titles, this is a compilation that will keep you amused all Christmas.

OVERALL

81%

C64

£12.99

Impossible Mission II is a classic, while the others, apart from the horrible Indy game, are good, solid titles offering loads in the way of fun and addiction.

OVERALL

81%

£24.99

Apart from LED Storm, which is a bit of a weedy game, the games on this compilation offer a decent mix of blasting and adventuring. Recommended.

OVERALL

79%

AMIGA

£24.99

Similar to the ST package, but all the games have improved graphics and sound. Featuring a decent mix of titles, Winners is an entertaining compilation of shooting and arcade adventuring.

OVERALL

80%

LIGHT FORCE CONTENTS:

IK+ VOYAGER BATMAN R-TYPE

£24.99

An interesting mix of titles make this a very tasty package. International Karate + is a fantastic fighting game full of action and utterly addictive, Voyager is a neat and thoughtful 3D battle game which has plenty of depth, Batman (not the game of the film, but Ocean's game of the comic) is an interesting arcade adventure and R-Type is the faithful, if slightly jerky conversion of Irem's classic horizontally scroll-

OVERALL

84%

AMIGA

£24.99

All the games on this compilation feature better graphics and sound than their ST counterparts, making Light Force the best Amiga compilation available at present. Put it on your Christmas list.

OVERALL

87%

DARK FORCE

CONTENTS: LAST NINJA II DARK SIDE BATMAN R-TYPE

SPECTRUM

Containing a mixture of shooting, adventuring and fighting. Dark Force is a powerful package of high quality games. Last Ninja II is great, R-Type is one of the best ever Spectrum shoot 'em ups. Batman (again, not the game of the film) is brill and Dark Side is an engrossing and atmospheric 3D arcade adventure.

OVERALL

84%

AMSTRAD

R-Type is a bit wobbly on the Amstrad but Dark Side, Batman and Last Ninja II are all great, making this a good value for money compilation which will keep you glued to your Amstrad.

OVERALL

81%

C64

£12.99

A great compilation, let down only by the slow and rather cumbersome Dark Side. There's hours and hours of play in this

OVERALL

100% DYNAMI

CONTENTS: AFTERBURNER LAST NINJA II WEC LE MANS DOUBLE DRAGON

SPECTRUM

A big-name game compilation which doesn't quite live up to expectations. Double Dragon isn't a lot of fun, Afterbur ner is alright, but gets repetitive and the other two games are very good. Check out other compilations before making a

OVERALL

AMSTRAD

Afterburner is slightly better on this ver sion, but otherwise similar criticisms apply to the Spectrum package - shop around before buying.

OVERALL

75%

Dragon are all dire, making this very poor value for money. Go for Dark Force in

OVERALL

00

U.S. GOLD THE LEADING NAME IN SOFTWARE BRINGS YOU A SELECTION OF THE VERY BEST COMPUTER ENTERTAINMENT AVAILABLE



MOONWALKER™

After conquering the world of pop music, Michael Jackson channelled his energy and tolent into making his first film. Now U.S. Gold present the home computer version of that film, endorsed by the Superstar himself.

endorsed by the Superstar himself.
Feel the rhythmin Club 30, transform into a futuristic silver robot and ultimately beat the drug peed dling MR BIG robot and ultimately beat the drug peed dling MR BIG in the unique world of MOONWALKER—
a game like no other.

CBM 64/128 Cassette & Disk • SPECTRUM Cassette

AMSTRAD Cassette & Disk • ATARI ST • AMIGA • IBM PC



WINNERSTM

A compilation to beat all compilations! Includes Indiana. A compilation to beat all compilations! Includes Indiana. A compilation to beat all compilations in Impossible Mission II^{TML}. John Storm 1 Thunderblade 1 — the Blasteroids 1 LE.D. Storm 1 Thunderblade 1 — the greatest garness together in one greatest names with the greatest garness together in one mind-blowing compilation so you can see why we've called it WINNERS!

CBM Cassette & Disk • SPECTRUM Cassette & Disk AMSTRAD Cassette & Disk • AMIGA & ATARI ST (excluding Temple of Doom)





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Hunter, Thunderblade and Bionic Commando—all arcade
sensations in their own right. Why pay to play every time
when you can enjoy the best in arcade entertainment in
your own home!

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CBM 64/128 Cassette & Disk • SPECTRUM Cassette & Disk AMSTRAD Cassette & Disk

MANIAC MANSIONTM

A comedy thriller that dares to be different! 14 different three character teams selected from seven different characters, each with distinctive talents and personalities meet up with all sorts of zany allies and adversaries. A must for any serious adventure game user who likes their sense of humour 'off the wall'!

CBM 64/128 Disk • ATARI ST • AMIGA • IBM PC

TURBO OUT RUN™

Driving's biggest game ever just got BIGGER! Turbo Out Run takes you on a 4 stage race across America. Along the way you'll battle bumper to bumper with good guys and bad guys, police cars, porsches, blown engines and fickle girlfriends. Drive day-time and night-time, choose manual or auto gearbox, even customise your Ferrari F40 with High Grip Tyres, but whatever else you do ... Use the Turbo booster sparingly—THIS BABY'S HOT AND RARINGTO GO!

CBM 64/128 Cassette & Disk • SPECTRUM Cassette AMSTRAD Cassette & Disk • ATARI ST • AMIGA

Arthur returns! The fearless knight is back in this stunning sequel to Ghosts 'n' Goblins (voted among the top 10 games of 1986). Three years have passed since the evil ones came to do their dirty work. Now they're back and they've captured Princess Hus, but our valiant knight Arthur is charging to the rescue against a formidable array of gruesome enemies and hairy hazards.

CBM 64/128 Cassette & Disk • SPECTRUM Cassette • AMSTRAD Cassette & Disk • ATARI ST • AMIGA



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STORY SO Nothing wildly exciting on offer - many of

CONTENTS: **IKARI WARRIORS BUGGY BOY** BATTLESHIPS BEYOND THE ICE PA-LACE

£19.99

A fairly good package offering a few hours of solid entertainment. Beyond the Ice Palace is a tough Ghosts 'n' Goblins clone, Battleships is a pointless computer version of the paper and pencils game, Buggy Boy is a great racing game and Ikari Warriors is a fairly enjoyable one or two-player Commando variant.

OVERALL

72%

AMIGA

£19.99

The games are all very similar to the ST versions, so the same criticisms apply. A cheap and reasonable compilation.

OVERALL

72%

STORY SO FAR II

CONTENTS: SPACE HARRIER LIVE AND LET DIE HOPPING MAD BEYOND THE ICE PA-LACE

OVERLANDER

SPECTRUM

None of the titles on this compilation are particularly brilliant, and some of them are getting on a bit. There are better compilations available at the same price that offer newer and far more exciting games.

OVERALL

the better games have already been on other compilations. Check out other compilations before shelling out your dosh on

OVERALL

62%

C64

£12.99

A weak package which suffers the same criticisms as the other two versions. The games might offer a couple of hours entertainment, but you won't come back to them afterwards.

OVERALL

62%

STORY SO FAR III CONTENTS: LIVE AND LET DIE **BOMBJACK THUNDERCATS** SPACE HARRIER

£19.99

Space Harrier is the best of an otherwise average collection of games. Live and Let Die is alright for a while, but Thundercats and Bombjack offer only limited en-

OVERALL

60%

AMIGA

£19.99

Exactly the same criticisms as the ST package - Space Harrier is good, but the rest of the titles don't offer much in the way of thrills and spills.

OVERALL

STORY SO **FAR IV**

QUARTET WONDERBOY THE EIDOLON **GHOSTBUSTERS BACK TO THE FUTURE ALIENS**

SPECTRUM

Although there are six games on this compilation, three of them - Quartet, Back to the Future and Ghostbusters are poor and Wonderboy is only average. The Eidolon and Aliens are great, both combining atmosphere and playability superbly. The latter two games are already available on budget - it might be better to buy them separately and save some money

OVERALL

60%

AMSTRAD

£12.99

The Eidolon is one of the best-ever Amstrad games, and Aliens and Ghostbusters are both great. The rest of the games aren't very addictive and won't keep you occupied for more than a few hours. Check to see whether you can buy the three best titles on budget first before parting with your cash.

OVERALL

61%

£12.99

Again, the three best titles, Ghostbusters, The Eidolon and Aliens are already available on budget - the others are all poor.

OVERALL



CONTENTS: 4X4 OFFROAD RACING STREET SPORTS BAS-KETBALL IMPOSSIBLE MISSION II CALIFORNIA GAMES THE GAMES: WINTER **EDITION**

SPECTRUM

£12.99

4X4 and Street Sports are both poor, but the rest of the games are good and offer of varied, long-lasting entertainment.

OVERALL

79%

AMSTRAD

£12.99

Same criticisms as the Spectrum version. Give it a go ..

OVERALL

80%

C64

£12.99

Again, the two rotten apples are 4X4 and Street Sports - the rest are great fun. Not an essential purchase by any means, but there's plenty of fun on offer.

OVERALL

82%

THRILLTIME PLATINUM

CONTENTS: THUNDERCATS **IKARI WARRIORS** BUGGY BOY BEYOND THE ICE PA-LACE HOPPING MAD OVERLANDER LIVE AND LET DIE SPACE HARRIER GLADIATOR **DRAGON'S LAIR**

SPECTRUM

Plenty of titles on this package, but apart from Buggy Boy, none of them are outstanding. Thundercats, Beyond the Ice Palace and Space Harrier are fun, but Dragon's Lair and Gladiator are downright awful.

OVERALL

62%

AMSTRAD

£12.99

Like the Spectrum version, this compilation has plenty of titles, but only a few are exciting. You'll have fun trying them all out, but as a whole the package doesn't offer much lasting appeal.

OVERALL

63%

C64

£12.99

Buggy Boy, Beyond the Ice Palace and Dragon's Lair are great, but the rest are pretty poor. Fun for a while, but you'll only be playing a few of the games for a long period of time.

OVERALL

64%

BATTLESHIPS SABOTEUR SCOOBY DOO AIRWOLF

FRANK BRUNO'S BOX-

ING

SPECTRUM

£9.99

Well, well, well. Would you believe it. All the titles on this compilation are already available on budget - most of them for two pounds. The best ones to buy are Frank Bruno's and Scooby Doo. Saboteur is alright, but the other two aren't really worth bothering with. Buy them separately and save cash.

OVERALL

52%

AMSTRAD

Another pointless compilation. Just refer to the Spectrum criticism and you won't go wrong

OVERALL

53%

C64

£9.99

Yet again, refer to the Spectrum criticism. Buy your faves separately and save your cash for something better.

OVERALL

PLATINUM II

CONTENTS: **IKARI WARRIORS BUGGY BOY** SPACE HARRIER BATTLESHIPS LIVE AND LET DIE **BOMBJACK THUNDERCATS BEYOND THE ICE PA-**LACE

£24.99

A veritable bargain, with eight titles for only twenty five quid. Buggy Boy, Beyond the Ice Palace, Space Harrier and Ikari Warriors are all fun, but the others range from average to poor. Still, at that price you can't complain - and there's certainly hours of fun to be had with this.

OVERALL

83%

AMIGA

£24.99

Again, a bargain pack featuring a wide variety of games and plenty of entertainment. A great compilation that should keep you happy all through Christmas and well into the New Year.

OVERALL

THRILLTIME GOLDI

CONTENTS: PAPERBOY **GHOSTS 'N' GOBLINS** BOMBJACK **TURBO ESPRIT** BATTY

SPECTRUM

All the titles on this compilation are available on budget. If you like all the games and Bombjack, Turbo Esprit and Ghosts 'n' Goblins are particularly good - it might be worth buying this. Otherwise buy your favourites separately.

OVERALL

63%

AMSTRAD

£9.99

Exactly the same criticisms as the Spec trum version. If you like 'em all, you could save three pounds by buying this package. If you don't, pick up your favourites on budget for two quid (Turbo Esprit, Bombjack) and three quid (Batty, Paperboy, Ghosts 'n' Goblins).

OVERALL

63%

C64

£9.99

Surprise, surprise! The same criticisms again This time, though, Batty and Ghosts 'n' Goblins are definitely worth buying separately. The rest aren't much cop - and don't bother with Turbo Esprit it's complete rubbish.

OVERALL

60%

CHRISTMAS COLLECTION

CONTENTS: URIDIUM CYBERNOID II HYDROFOOL (SPEC/AMS ONLY) LIGHT FORCE **ELIMINATOR EXOLON** SANXION (C64 ONLY)

SPECTRUM

A tasty pot-pourri of golden oldies and new titles, none of which are bad. Hydrofool is a great 3D forced perspective arcade adventure, Eliminator is an interesting racing game-cum-blaster, while all the rest are extremely polished and playable shoot 'em ups. Highly recom-

OVERALL

86%

AMSTRAD

£12.99

The same criticisms (or should that be compliments) as the Spectrum version. The Christmas Collection offers weeks of highly enjoyable computer entertainment check it out.

OVERALL

88%

£12.99

Sanxion has been included instead of Hvdrofool, making this a shoot 'em up only package - which isn't a bad thing if you're an ardent blaster. There's literally weeks and weeks of fun to be had with this one.

OVERALL

86%

TOLKIEN TRILOGY

CONTENTS: THE HOBBIT

LORD OF THE RINGS SHADOWS OF MORDOR

SPECTRUM

£12.99

The Hobbit is a classic adventure game. and although it's nearly six years old, it's still challenging and addictive. Lord of the Rings is a similar, but larger game which comes in three parts and features multicharacter control. Shadows of Mordor is relatively new, and is a complex RPGstyle adventure. The Tolkien Trilogy is a brilliant package for adventure fans, and is highly recommended.

OVERALL

85% £12.99

AMSTRAD

All the versions play identically to the Spectrum games, but the graphics are far more colourful, and where relevant, the sound is better. Look out for The Tolkien Trilogy - it'll keep you engrossed for

months! **OVERALL**

86%

C64

Once again, exactly the same gameplay as the other versions, but with even better graphics and sound. If you're a C64 adventurer, check this one out!

OVERALL

88%

PREMIERE COLLECTION

ELIMINATOR CUSTODIAN MERCENARY BACKLASH

Backlash is an enjoyable, but ultimately dull ultra-fast 3D shoot 'em up. Eliminator is a colourful 3D futuristic blasting/racing game, Custodian is pretty poor, and Mercenary is a superb, sprawling first person 3D arcade adventure. Overall, a reasonable package

OVERALL

70%

AMIGA

£24.99

Same criticisms, really. Mercenary and Eliminator are both great, but the other two games let the package down Take it or leave it.

OVERALL

70%

GIANTS

OUTRUN GAUNTLET II

1943

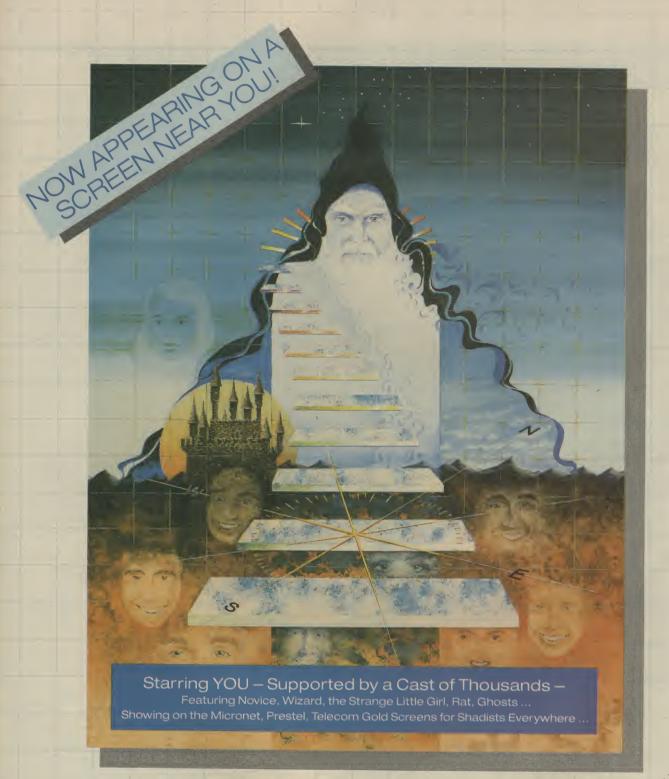
STREET FIGHTER

AMIGA

Gauntlet II is the star of the show, combining slick and addictive gameplay with great graphics and sound, but the others on the package aren't so hot. Street Fighter is the worst fighting game available on the Amiga - it's truly dire, Outrun is an average port-over from the humdrum ST version and 1943 is a fairly average vertically scrolling shoot 'em up. Only Gauntlet II offers more than a couple of hours entertainment...

OVERALL

94



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MUTANT **FORTRESS PLAYERS**

s hard mercenary types go, Brad is somewhere in the top league. So you can guess how hard he feels when a gang of mutants make off with his adored eighteen wheeler juggernaut. Beginning in a dark forest (as does a lot of games of late) it's hardness-a-plenty in a horizontally scrolling shootout to retrieve your beloved vehicle.

Zombies must be re-killed, buzzards must be plucked with your limited supply of bullets and dinosaurs need returning to the lakes which they emerge from. With only one life, keep a close eye on your energy level, picking up the first aid kits along the way, as well as extra weapons and body armour.

Mutant Fortress pales in comparison with the horde of re-releases currently flooding the market, especially Ghosts 'n' Goblins which it looks to be derived from. Control of Brad is annoying, being unable to turn in the air when a baddie is on your back, and presentation is sparse. If you're after a game like this, try the more enjoyable and less expensive Ghosts 'n' Goblins in-

£2.99

Dodgy graphics and unremarkable gameplay make this a very average budget

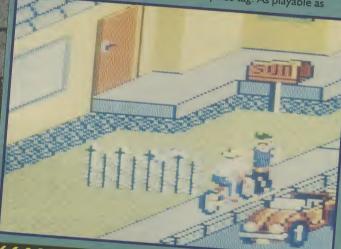
OVERALL 53%

ENCORE

ump on your BMX bike and pedal up the street on your week-long paper round, avoiding hazards including burglars, drunks, stray dogs, radio-controlled cars, speeding traffic and rollaway spare tyres. Each of your subscribers must have their paper delivered - if they don't get it, they'll stop their order. Annoy non-subscribers (and receive valuable bonus points) for smashing their windows and gar-

den ornaments with a deftlyhurled newspaper. At the end of each diagonally-scrolling street is a BMX stunt course where you can rack up the points by throwing spare newspapers at the path-side targets. Don't worry if you run out of papers though; extra bundles are available at regular intervals.

We loved Paperboy when it hit the arcades; we were marginally impressed when the computer game arrived and now we're jumping for joy at its new 1.99 price tag. As playable as



C64

Paperboy on the 64 wasn't the best conversion in the world first time around and, unlike a good Xmas pud, it hasn't improved with age. Sprites are blocky and ill-proportioned, in-game music is more of a whine than a tune and the odd bug rears its ugly head. Suitable fodder for confirmed Paperboy junkies only.

OVERALL

ever, with clear, albeit monochrome, graphics and accurate gameplay, if you missed the game first time round, snap it up now - you never know, it may even improve your paper-chuck-

111111111 SPEC

As enjoyable as it was when it first hit the streets and, at 1.99, it should warm your heart after you've finished a cold paper round.

VERALL 52% OVERALL 83%



SPORTS

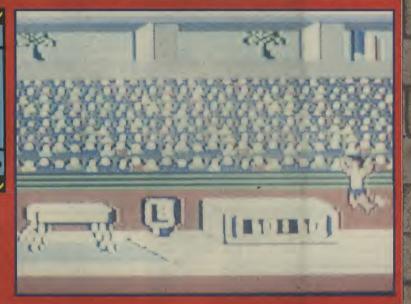
nter the Hypersports Championship and take part in the six events of Swimming, Clay Pigeon (or Skeet) Shooting, the Vaulting Horse, Archery, Triple lump and Weight Lifting, A combination of wrist-dislocating joystick waggling and pixel-perfect control need to be utilised to get the player through all of the disciplines. Most of the events allow three goes to equal or better the qualifying time or score, the third unsuccessful attempt means disqualification from the championship.

Even though the game is so

A blast from the past which upstages many of its lesswrinkly competitors. If multi-event sports sims are tops in your house, don't pass up the chance of getting Hypersports.

OVERALL 90%

shave, Hypersports refuses to give up its claim to be one of the most enjoyable arcade sports games on the 64. Some of the events are looking a little dated now, but the enjoyment is still there. A snip at three quid.



RAMPAGE HIT SQUAD

ctivision's conversion of the Cult three-player coin-op, which sees the players as either King Kong, Godzilla or Wolfman, each fifty feet tall, reappears on Ocean's budget label with hopes of crushing the opposition like one of the many cities which must be levelled throughout the game. To hamper the progress of the mutant monsters are the good of US Army who come on in droves, armed with machine guns, rockets and helicopters, with the intent of wiping out your energy (depicted by a bar at the top of the screen) and turning you back into a weedy

C64

Full-colour graphics do not compensate for the awkward control apparent in this version. Definitely one to have a look at before-

OVERALL 62%

Rampage is as close a conversion as anyone could possibly hope to achieve on the Spectrum. The three-player option has been thankfully retained, and the monochrome graphics cap-ture the spirit of the original.





An accurate conversion, fun for people who can't get enough of the arcade game. Others may not be so ecstatic about it, though.

71% OVERALL

Similar gameplay to the Spectrum game, with the presentation of the 64. The best of the three but still a game to try out first.

74% OVERALL

SOLDIER OF LIGHT

Re-released on The Edge's new budget label, Soldier Of Light is the computer version of the cult Taito coin-op, originally called Xain'd Sleena. Working for the Federation you, as Stormtrooper Xain, must act on the orders of Galactic High Command and rid the galaxy of a troupe of rampaging alien types. Each planet must be tackled one at a time and, with only a single-shot laser cannon for protection, you have a tough task on your hands. Collecting strategically placed weapon pods boosts your firepower, making life somewhat easier the further you go. Once a planet is cleared of enemies the action switches to an intergalactic dogfight as you, in your fighter ship, fly to the next area.

While the game itself is an enjoyable arcade romp with lots going on, Soldier Of Light only vaguely resembles the original arcade machine in presentation. No more than average aesthetically, it's best to think of Soldier Of Light as one of the better budget games around, as opposed to one of the feebler coinop conversions. Worth checking out if fun without frills appeals to

SPEC

Again, a fun blast, but minus any graphic or sonic niceties. Arcade addicts and people who don't know what to blow their last two pounds on should be well pleased.

OVERALL



C64

£1.99

An outwardly unremarkable conversion which, despite its shortfalls, still provides a challenge for fans of the coin-op.

Cavgandu.s.

OUT RUN™. 4 Take the wheel of a Ferrari Testarossa and test your driving skills on some of the meanest roads this side of the M25! And there's no speed limit... 17



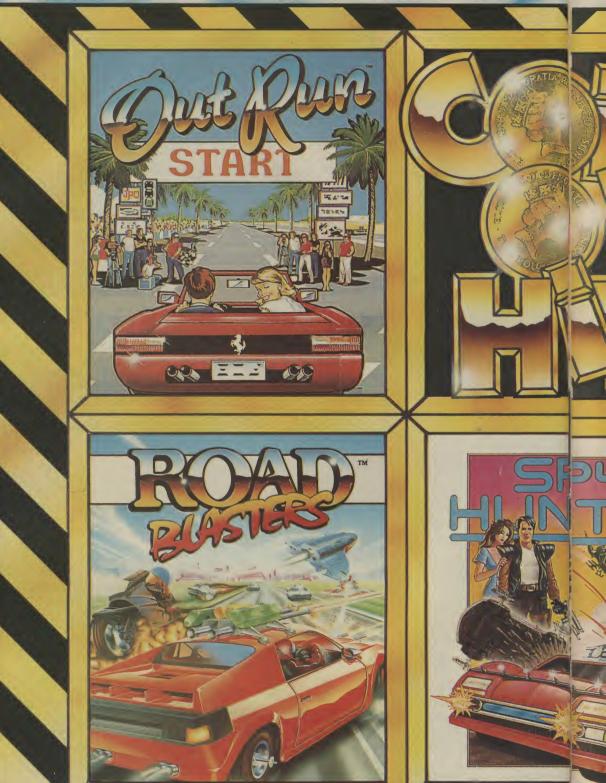
ROAD BLASTERSTM. Not only do you get to burn up the opposition, you also get the chance to nuke the ****ers off the road!



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ION ... FOR YOUR COMPUTER

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smash pack that'll send your heartbeat into convulsions and your head into orbit.





GHOSTS 'N' GOBLINS FNCORE

s brave Sir Knight, take on the worst that the Devil can hurl at you in your quest to rescue a fair maiden in distress. Beginning in a dark, zombie-ridden graveyard you must do away with your attackers, climb ladders, jump gaping chasms, pick up new armour when you lose yours and generally survive all the way to the last level, where it's a quick one-two with Lucifer before you get the gal.

Ghosts 'n' Goblins has lost none of it's appeal after all this time - it's still one of the most impressive arcade conversions ever on the Spectrum. Colour clash rears its ugly head now and again, but that is in no way detrimental to play. The sequel to Ghosts 'n' Goblins, Ghouls 'n' Ghosts, is out soon - what better way to prepare yourself for it than to practice with this?

C64

The 64's enhancements, presentation-wise, make this a superb conversion. Don't miss it.

OVERALL

90%



Arcade hack and slay of premier quality - buy this as well as Ghouls 'n' Ghosts and complete the set!

88%

for very long if the authget incarnation of Ocean's game-

AMSTRAD £2.99

Colourful sprites and backdrops have a realistic metallic sheen to them, and the music is as good as you can expect from the Amstrad. The game's the same, though.

62% OVERALL

horizontally-scrolling shoot 'em up, blasting the baddies with

game is a reasonably addictive arcade adventure, part two is solutely precise timing to avoid your way. Number Five is recogto stick to the plot. The music is

111111111111111 SPEC

The gameplay is almost identical, but monochrome graphics look crisper and add to the atmosphere.

OVERALL

C64

A none-too-faithful film tiein becomes a fairly playable budget game until you reach load two. It looks and sounds okay, but there's not much game to play...

OVERALL

THUNDER-CATS **ENCORE**

undercats is a horizontally scrolling, hack 'n' slay bonanza as you become Lion-O in a multi-level bash through New Earth, bumping off Mumm-Ra's Mole Men by the score and collecting extra weaponry, points and lives as you go. After every

Slight differences in gameplay, obvious graphical tweaks and sensible use of colour make this a great slash 'em down.

few levels the chance is given to rescue a member of the Thundercats team which, should you be successful, results in a massive points bonus.

What makes a game such as this is action, and Thundercats is laden with the stuff. Baddies attack you almost non-stop, and it's important to be on your toes at all times if you want to stay in one piece. Although mostly monochromatic, colour is used when it will not interfere with the gameplay, livening up onscreen presentation no end, as do the effective backdrops and neatly animated character sprites. Thundercats is a challenging chop 'em up.

/////////////

SPEC

Cheap and cheerful arcade fun of the first order.

85%



